
THE BEST UNOFFICIAL SEGA GAMES MAG IN THE COSMOS — 110% ACTION!
SEGA FORCE
ALONG CAME A SPIDER...
TWINKLE TALE MAY LOOK CUTE, BUT IT SURE AIN'T! TAKE IN THE LATEST, MAGICAL MD BLAST-UP!
THUNDER STORM FX
MEGA CD cd
NHLPA HOCKEY
MEGA DRIVE md
GREEN DOG
TRIVIAL PURSUIT
MASTER SYSTEM ms
THE TERMINATOR
GAME GEAR gg
BATMAN RETURNS
MD MAYHEM IN GOTHAM CITY!
PLUS
PREDATOR 2 ● SIDE POCKET
MEGA-LO-MANIA IN THE WORKS!
MAMMOTH 16-PAGE TIPS PULL-OUT!
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TO ENTER THE GAMES
YOU MUST NEGOTIATE
TUMBLE DRYERS, DOD
AVOID WASHING MACH
SIDE-STEP GRANNIES.



TASK FORCE!

The SEGA FORCE Deadheads might've done some pretty duff stuff in the past, but it's made us the hardened Game Freaks we are today! You won't find a better team when it comes to bringing you news, previews and reviews on all the latest games, *before* they hit the street! If you want all the Sega lowdown, you know where to find it! Get yourself down to Game Freak alley and we'll meet ya there!

CHRIS 'COR, THESE BOOTS 'URT!' KNIGHT, Big Ed

As ya probably know, I've been around in the world a mite longer than the rest of the **SEGA FORCE** deadheads, so I like to think I've drunk a bit deeper from the cup of wisdom.

Well that's a load of old tosh, actually. I've just had more jobs, is all!

After spending a couple of years loafing around Europe, the bank manager reckoned it might be a good idea to get a job, so I went straight down the building site and started a career lugging blocks and driving a fork-lift. Happy days!

And to think, I'd still be there if that superstore hadn't come down. Those brakes **were** defective!

Fave Game Of The Month: TWINKLE TALE

ADRIAN 'PRESS FOR ACTION' PITT, Deputy Ed

Straight out of school into the heady world of banking! I was a slave at NatWest in Wolverhampton for two years, walking around with a piece of paper in my hand trying to look important, smiling at people down the telephone and, on several occasions, emptying the bins and cleaning out the drink's machine!

It's not all work, work, work! Well I'm here to tell you it is, is, *IS*! I left 'cos the general public drove me round the twist! One guy I dealt with refused to use his Servicecard 'cos he was worried he'd wear out his account number! See what I mean?!

Fave Game Of The Month: NEW ZEALAND STORY

WARREN 'LATE NIGHTS' LAPWORTH, Prod Ed

My work's always been in magazine publishing, but before the dizzying heights of Sub and Production Ed (ha!), I was a diligent little Staff Writer! Slaving away over a hot Amstrad word processor, reviewing games by the bucketload, working till the wee hours to meet the deadline, only for the Sub Ed to leave my work lying around for the next two days... Such happy times! After stints at **Zzap!64**, **Fear** and an exhausting couple of years on **The Games Machine**, I graduated to Sub Editor, then Prod Ed of **Crash** and finally a little-known rag by the name of **SEGA FORCE**! What a heady career!

Fave Game Of The Month: SIDE POCKET

MAT 'SMELLS LIKE WHITE SPIRIT!' YEO, Staff Writer

So there I was, five years of college behind me, a degree in my pocket and what do I end up doing? Yep, working in a flickin' record shop!

The pay was naff and the customers were damn rude but worst of all I had to listen to Daniel O'Donnel and Joe Longthorne! Yuck!

I was lucky, lucky, lucky to work in a record shop, but *Losing My Religion*, I moved to **SEGA FORCE**, which is *Unbelievable*! OH!

Fave Game Of The Month: THUNDERSTORM FX

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BATMAN-IA

12 Get down to Gotham City to see the Caped Crusader at his level best on the Mega Drive as *BATMAN RETURNS*!

CHAAAARGE!

18 Mammoth M-CD action as the Black Marshal takes a first look at the latest US development, *BLACK HOLE ASSAULT*!

SENSIBLE...? NOT!!

24 Virgin's *Mega-lo-Mania*'s doing fine in the works, but what about the developers? Mat Yeo marches over to Cambridgeshire for some 'sensible' revelations!



BOOK EARLY!

68 Subscribe to SEGA FORCE and not only do ya get a stunning add-on offer, you get the best unofficial Sega mag early!

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28 It's a kinda magic! Get a load of *TWINKLE TALE* and take in some masterful MD action from WAS!

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56 Catch those rays down in the sunny Caribbean and help *GREEN DOG* solve the riddle of the ancient Aztecs! It's wacky, dudes!

CARD GAMES!

22 There's no gambling here! Just match the winning numbers to the one on your personal XPRESS card and you've won yourself a stonking prize!

SO MASTER-FUL!

65 Smash the code in our epic *PRO-MASTER* compo and a Game Gear, four great games and the new Pro-Master tips books could all be yours!

FORCE tested!

MEGA CD

MEGA DRIVE

MASTER SYSTEM

GAME GEAR

REGULARS

TOKYO 2 CREW

EDITOR
Chris Knight
DEPUTY EDITOR
Adrian Pitt
STAFF WRITER
Mat Yeo
PRODUCTION EDITOR
'Sir' Warren Lapworth
CONTRIBUTORS
Marshal M Rosenthal
Tomoko McKay
Will Evans

DESIGNER
Ian Chubb
SCANNING
Michael Parkinson
REPROGRAPHICS
Rob Millichamp
SCREENSHOTS
Sega Force Deadheads
PRODUCTION
Jackie Morris

ADVERTISING MANAGER
Sheila Jarvis
ADVERTISING SALES
Michelle Kendrick
Pete Raybould
AD PRODUCTION
Jo Lewis

CIRCULATION MANAGER
David Wren

PUBLISHER
Eddie McKendrick

europress IMPACT

Case Mill Temeside Ludlow
Shropshire SY8 1JW
Tel: (0584) 875851
Fax: (0584) 876044

MANAGING DIRECTOR
Jonathan Rignall
PUBLISHING DIRECTOR
Roger Kean
ART DIRECTOR
Oliver Frey

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Gotcha!



Wouldn't the ultimate game controller be your mind? Before you start accusing us of going totally ga-ga, there's already a piece of 'hands-off' software around called *Ultramind*, the latest innovation in game control!

Already available for PCs, all you do is attach two tiny electrodes to your fingers with velcro rings and connect them to a small box which measures your biofeedback.

The software can only change onscreen images for now, according to your stress balances, but you can bet that once the gamers grab hold of this one, there's gonna be some research going on!

Remember *Firefox*, with Clint Eastwood in the cockpit of a mind-controlled jet fighter? This time next year you could be sitting at the controls of your very own hands-free cockpit on the small screen!

Frightening prospect? Maybe. Exciting? Definitely! Whatever, it sure makes you think!!

ACCOLADE ARE GO!

Yet another landmark has been reached in the Sega vs Accolade affair in the US! Following a brief order from the Ninth Circuit Court of Appeals on 28 August, the original District Court injunction on Accolade games has been thrown out. What this basically means is Accolade can now continue to produce their MD games until the final hearing of the case, set for some time in the near future. What it means for you is you can now get set for the reissue of games like *Test Drive II*, *Super Off-Road Racer*, *Double Dragon* and *Winter Challenge*. Look out for them in the shops real soon!

If you wanted to get hold of Double Dragon or Super Off Road Racer before all the fuss between Sega and Accolade started, you had to be quick...

OFF ROAD

...they've been on he shelves once before, but this time Accolade are hoping it'll be you who takes 'em off again!

HOT STIX!

So you think you've seen it all on the gizmo front, eh? Think again! After months of painstaking licensing negotiations, joystick specialists **Cheetah** have proudly announced the launch of their latest range for trigger happy game-freaks everywhere — the ***CharacteriSticks***!

Instantly recognisable? You bet they are! And at only £12.99 apiece, they're all pretty easy on yer pocket, too!

For the moment, you can grab *Bart Simpson*, *Batman* (old and new), *Alien 3* and *Terminator 2* ***CharacteriSticks***. But be warned, there's a whole new batch of licences in the offing which should hit the streets next year!

Us **SEGA FORCE** deadheads had a twiddle with the sticks at the **ECTS** show in September and what these smart gizmos have gained in appearance, they certainly ain't lost in playability!

Made from tough, reliable mouldings and featuring hard-wearing triggers and microswitches, the choice is yours. Keep it as a collectable or give it hell like your usual pad or stick!

Grab a stick!

OK, you've seen the ***CharacteriSticks***. Wanna own one? Of course ya do. And now, thanks to those cool dudes at **Cheetah**, you can!

Over the next five months, we'll be giving away five of each of the wacky sticks, starting off with the superb *Batman Returns* stick. Simply answer the simple question below and send it in to **GIMME THAT STICK, SEGA FORCE, Europress Impact, Case Mill, Ludlow, Temeside, Shropshire SY8 1JW**.

What's Batman's real name?

The first five correct entries fished outta Mat's coffee mug'll get the prizes, so get scribblin' and get yer entries in by 5 November!

Next month, 5 epic *Alien 3* sticks're up for grabs, so get set for some wacky photos we picked up at the **ECTS** of **Craig Charles** from ***Red Dwarf*** and a real-life Alien. What were they doing? Find out real soon!

Please state if you do not want to receive exciting gifts from other companies.

COME AND PLAY!

Seen **Channel 4**'s *Gamesmaster* programme? Ever wanted to be on it? Well we can't all be mega-famous TV stars, but at least most of you can get a taste of the real thing in your local **Comet** store, following a brilliant new agreement between the electrical retailing giant and Channel 4!

Brand new **Comet *Gamesmaster Zone***s have been created in over 200 Comet stores across the country, allowing dedicated game-freaks to pop in and play all the latest games before deciding which one to buy!

Featuring over 250 of the latest titles, from **Sega** to **Commodore**, the Zones are designed to look and feel just like the TV show. If you can dodge through the fridge section and navigate





Sticks with character? You bet, and over the next few months you've got the chance to win one of each of them, thanks to Cheetah! Line up and try yer luck!

your way through the toasters to get to the Zones, you're not gonna want to come out again!

'Play before you pay' is **Comet**'s new motto, and if you can get hold of one of the special ***Gamesmaster Zone*** discount cards, you won't even have to pay that much, with a 10% discount on all games!

You know what's gonna be hot just by reading **SEGA FORCE**, but if you wanna play the latest games too, you know where to come (as they say in that well-known TV ad!).

It's dark, it's gloomy! It's just like the real Gamesmaster show and, if you wanna check out the latest games on the shelves, get down to Comet and take in the Zone! It's out of this world!

ADEY BABE'S MOST MEANINGFUL NATTER BIT

● It's time we saw more of YOU! I mean, you see *our* faces leering outta the gutter each ish. Not a pretty sight! So, as this is *your* magazine, we wanna helluva lot more involvement from you! Whether you're sending in tips, letters, hi-scores, whatever your correspondence with us, send a piccy of yourself and we'll plonk it next to your scribblings! A pic from a photo booth's best, but never mind if you ain't got one as long as the snapshot's clear and you're on it! So come on! Let's get to know you a bit better and make ya famous, too!

● Our friend Will Evans has flown the nest! He wanted to further his education and, as us lads don't know the difference between Lurex and Durex, I think he's made a wise move! Watch out for our new Staff Writer. I've a premonition that the deadhead in question's called Barry Bethal, from Tipton. I bet ya I'm right!

Gutter Talk

SCREEMIN' BLUE MURDER!

What happens when you put eight musicians, a Game Gear and a copy of *Sonic* on a coach together for hours on end? The musicians beat each other to death, the Game Gear gets broken and Sonic hijacks the coach and joins a group of New Age travellers!

Well, maybe things don't get *quite* that far out of hand, but high-flying, London-based band **Sunscreem** say eight people and one Game Gear causes real problems.

'We're always arguing over it,' says drummer **Sean Wright**. 'Some of the games are so addictive and we spend ages sitting on the coach travelling. It definitely helps pass the time.'

Sunscreem, in the charts recently with dance track *Love U More*, also have a Mega Drive on their coach. Vocalist **Lucia Holm** is a mad-keen *Sonic* fan and the rest of the band are always trying to out-spike her!

FORCE FAX

● **Sunscreem** formed in Essex, 1990. Music includes college, dance and rave.

● Members are **Lucia Holm** (vocalist), **Darren Woodford** (guitarist), **Paul Carnell** (techno-head), **Rob Fricker** (bass player), **Sean Wright** (drums), dancers **Tony** and **Baz** and DJ **Dave Valentine**.

● Started on Spectrum ZX80 playing to tape. First live show was illegal rave in Hackney, London.

● Singles include *Walk On*, *Pressure*, *Perfect Motion* and *Love U More*, which reached 23 on the national chart and was Number One on the club charts for several weeks.

● Album planned for January, possible overseas touring next year.

Win! Win!

We've got a big treat for you dance-crazed game-playing fiends out there. There are five stonking copies of **Sunscreem**'s latest 12" single to give away to you lucky bleeders out there in rave-land!

All you have to do is write down the answer to the humungously difficult question below and send it to **GIMME THAT SCREEMIN' 12-INCHER COMPO, SEGA FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW**. First five correct entries out of the skip win.

Sunscreem's Lucia and Sean go Game Gear bonkers!

SCREEMIN' OUT LOUD!

The name of Sunscreem's lead singer is ....

My name is ....

I live at ....

....

So gimme that record now!

☐ Please tick this box if you don't want to receive exciting offers from other companies



THE IMMORTAL GENIE

Gutter Talk

It's **Game Genie** time again, deadheads! Wrap yer chops round this little set of codes for **EA**'s superb *The Immortal* **MD** blast and don't say we never give you anything!

These codes, straight off the steaming **Hornby Hobbies** press, will give you everything you need to complete the game but, if you're an expert, how about starting off using code 8, with no gold at all? Tricky!!

1. **R19T-860L** Master Code — MUST BE ENTERED!

2. **BAVT-CA4N** Infinite vitality, most battles
3. **RHAT-A600** Infinite fireballs while they're in inventory
4. **AWAT-AA9J** Infinite continues
5. **BEOT-CAH6** Start with ten continues
6. **AAOT-CAH6** Start with one continue
7. **AYOT-CAH6** Start with six continues
8. **ABYA-AAGN** Start new game with 0 gold, not 20
9. **GVYA-ACGN** Start new game with 520 gold
10. **CBYA-ANGN** Start new game with 160 gold
11. **ABMA-AAGC** Slime oil costs 0 instead of 80 or 60
12. **AMCA-AA4T** Many items are free
13. **STVT-DWA8** + **AAVT-CABA** Destroy most enemies with one hit

Don't forget, you can mix and match your codes, using up to five at any one time, so keep these codes safe for when you get your very own **Game Genie**!

IT'S A MIRACLE

You might've read Marshal's piece on the Miracle piano teaching system (Issue 9 — USA Here 'N' Now). If not, never fear, 'coz those generous chappies at Mindscape have promised us an in-depth look at the whole system very, very soon. You too can learn to tinkle in just three weeks! Tune in!

SOLID GONE!

OK! So what were you doing on the weekend of the August Bank Holiday? Were you in the vicinity of Ludlow, Shropshire? Did you take a liking to some luvverly Mega Drives and Sega games? You didn't? Ah well, it must've been someone else, then. Seriously, some sorry beggars broke into Game Freak Alley recently and made off with all us deadheads' stuff! Not funny!! If anyone has any information leading to its return, contact Inspector Bugglesbutt at New Scotland Yard.

WHAT A WHOPPER!

We've had a fair few letters from readers about Game Gear carts with ten, or as many as *15* games on 'em! But hold on to yer hats and get a load of this!

US-based **Active Enterprises** are all set to release a 16-bit cart with a stunning 52 games on it! You'd better believe it, 'coz the NES version's already available both in the States and over here.

Keep yer eyes peeled for a little number called *Action 52* and we'll keep ya posted as we get more info!

That's not all, though! **Active Enterprises** are also looking to release a portable video game console that'll play both Mega Drive **and** NES games! To play the different formats, you need to get hold of separate adaptors and we're not too sure on costs yet, so look out for more news on this revolutionary new system in next month's **SEGA FORCE**!

Yet again, remember where you heard it first!

JOLLY GOOD FELLAS!

It's time to thank all those incredibly generous bods around the country who've supplied us with games for the latest, stonking issue of **SEGA FORCE**!

We certainly couldn't do it without 'em, so would the following people please stand up and take a bow:

Marc at **AMS, 9 Hay Lane, Kingsbury, London NW9 9EL** (**081 450 2166**). Special thanks for getting us *Side Pocket* and *Thunderforce FX*, as well as filling the games gap left after the heinous robbery at our offices! Nice one, Marc!

Thanks also to **Phil** at **Krazy Konsoles** in Halifax (**0422 342901**) for the epic *Prince Of Persia* M-CD. Smart!

Adrian at **Telegames** in Kilby Bridge, Leicester (**0533 880445**) deserves a mention as well, for getting *Twinkle Tale* when ours was stolen!

Of course, our heartfelt thanks go to all the boys and girls at **Sega Europe** for their continued support and unflagging enthusiasm. Thank you all, lovies!

Oh dear, the emotion's too much. I think I'm going to... *Blub! Blub!*

Sorry, on with the show!

TV SHOWDOWN!

Looks like Paddy Moore's **Gamesmaster** character's in for a bit of stiff opposition after details of **Yorkshire TV**'s rival ***Bad Influence*** programme were released at September's **ECTS** (European Computer Trade Show) in London.

Aimed at the 10–16 age group, *Bad Influence* is scheduled for an initial run of eight weeks, starting on 29 October and airing from 4.45pm to 5.10pm during Children's ITV.

Set to feature up-to-the-minute reviews of games on all formats, *Bad Influence* will also feature regulars like Cyber Island, a sort of *Desert Island Discs* idea, where celebrities will be asked which five games they'd like to be marooned on an asteroid with!

Fronted by two prehistoric reptiles, **Bronto** and **Dina**, there'll be hints and tips and weekly features on topical subjects like Virtual Reality and so on.

Reckon it's right up your street? Or do ya fancy the new **Channel 4** *Gamesmaster* format? The whole of this new series has been filmed in the waterworks at Sunbury-on-Thames and is designed to represent a new concept in the ultimate holiday for youngsters.

Seriously, this strange setting will appear as the Games Rig, an oil rig situated somewhere in the North Sea where kids can go on holiday without their parents (yeah!) and play games to their hearts' content!

So, the choice is yours! Do ya go with the tried and tested *Gamesmaster* routine? Or are you gonna be ultra daring and risk the wrath of yer parents by going for *Bad Influence*?

Other than that, you could take the advice of another, older TV kids' show and turn off your TV sets and do something less boring instead!

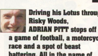
And what's that? Grab the latest **SEGA FORCE** and get to work on yer console!





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In the pipeline...



Driving his Lotus through Risky Woods, ADRIAN PITT stops off for a game of football, a motorcycle race and a spot of beast battering. All in the name of Electronic Arts!







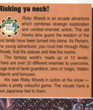
Taking control of your Lotus, above. Keep on the road, watch out for those trees.
Left: Split-screen, two-player mode.

It's all go at **Electronic Arts**! They've five corking games in the pipeline, all of which were on display at this Autumn's European Computer Trade Show.

First off the starting line — *Lotus Turbo Challenge*. Based on the smash hit Amiga game, *LTC 2*, you race one of two Lotus supercars across eight stages, which include lush forests, desert plains, towns and cities.

Weather conditions play an important part, too. Drive through fog, dense snow and torrential rain. In two-player mode, the game incorporates split-screen action, which promises to be a really exhilarating challenge.

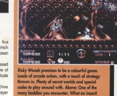
Risking ya neck!



Risky Woods is an arcade adventure which combines strategic exploration and combat-oriented action. The old monks who guard the wisdom of the lost lands have been turned into stone. As Roham, the young adventurer, you must trek through Risky Woods, find the statues and free the monks.

The fantasy world's made up of 12 levels. There are over 20 different enemies to overcome, huge end-of-level guardians, tons of magic, hidden objects and bonuses.

We saw *Risky Woods* in action at the show — looks a pretty colourful game. The visuals have a real Japanese feel to them.



Risky Woods promises to be a colourful game. Loads of arcade action, with a touch of strategy thrown in. Plenty of secret worlds and special codes to play around with. Above: One of the many baddies you encounter. What an insect!

SuperSpins, ultra-violence and slinky tights!

Our multi-purpose, super-adaptable scribe, MAT YEO, leapt at the chance of getting the gen on Virgin's latest crop. Unfortunately, he overshot and cleared the whole building!

Faster than Big Ed after a bad curry! Able to leap quite well, actually!

Yes folks, Superman, the big red and blue cheese, is winging his way to a Sega system near you! The planet is in peril (no kidding!) and it's up to the big 'S' to save us all!

You take control of old Supes and have to guide him through level after level of villainous villains in an effort to rid the world of evil! Gosh! Your powers include flight, SuperPunches, SuperSpins and heat-ray vision. Use these to take on The Prankster, Metallo, Terraman, Maximus and finally, Brainiac.

Expect to see some serious pants-over-tights action in the new year!



Is it a bird? Is it a plane? (Oh! Shut up! — Dep. Ed). That hunk Superman whips up a storm and makes a highly commendable landing on an oil tanker. Race through the maze-like corridors and biff everything in sight. All that, and not a mark on your underpants!



Left: He's mean and bad, he's a bit of a lad! One of the many bad guys in **Virgin's** latest offering *Superman*. Yet another cartoon hero makes his debut on the Mega Drive. This promises to be an action-packed game. With plenty of levels and puzzles. Loadsa beat-'em-up sequences, too.

Burning rubber

Another follow-up is *Road Rash II*. A split-screen two-player mode ensures greater thrills and spills are on the cards.

The game retains all the original features of *Road Rash*, with several additions. There's now a heavy chain to fling at rivals and more challenging tracks, with plenty of hazards and traps to negotiate.

Improved jumping abilities and two-player combat make *Road Rash II* dangerous and challenging to play this Yuletide.





Mad on Madden?

Yep! The follow-up to *John Madden '92* should be with us before Christmas. Entitled *John Madden '93* (that's original! —Ed), **EA**'s latest sports game offers updated player statistics, digitised sound and bold new animation.

In addition to the 1992 Madden teams, there are eight new teams selected from the past 25 years. Two-player contests are more competitive and the visuals have been radically improved. Animation makes the game more lifelike. Face-masking, taunting, stumbling, one-handed catches and headbutts are included.

John Madden '93's an 8 Megabit cartridge, available this December.

Well, believe it or not, *John Madden '92* just got better. Right: *John Madden '93* offers improved graphics, playability and several new teams. Looks like San Francisco beat the ass of Pittsburgh! Whether the follow-up will appeal to owners of the original remains to be seen. Definitely a game to grab this Chrimbo.



Beastly revenge

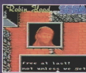
Shadow Of The Beast II is another joint **EA/Psygnosis** venture. The sequel features stunning graphics, more puzzles and easier gameplay.

The evil Beast Lord was defeated at the climax of the first game. Here his servant returns, bent on revenge. You play the hero in search of your sister, held captive in Kara Moon. There are new characters to fight and interact with and a multiple inventory control system to utilise. *Shadow Of The Beast II* is set for a mid-Winter release.

Merry MS men!

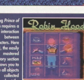
He's tall, dashing, carries a big bow and wears green tights?! Well, I guess it takes a strange type of man to live in Sherwood Forest and rob the rich to feed the poor! If you liked the movie *Robin Hood, Prince Of Thieves*, you'll love the game! Out on the MS in December, the story of the heroic outlaw closely follows the movie's plot. Robin looks like a certain Hollywood actor (that's Mr Costner, to you and me!) and Maid Marion just looks worried!

This unique mixture of roleplaying and combat should appeal to console freaks and film buffs alike!



Robin Hood Prince Of Thieves should appeal to both RPG fans and beat-'em-up freaks alike. The two elements are combined. We don't see many games of this genre on the MS at SEGA FORCE. Let's hope it's a corker...

Playing *Prince of Thieves* requires a lot of interaction between characters. Here (right), the easily mastered inventory section allows you to utilise all objects collected throughout the game. Check your map whenever possible, pays not to get lost !



Mash 'em! Bash 'em!

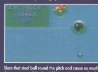
In *Speedball 2*, there's just one way to win: violently! Speedball is the blood-thirsty sport of the next century and has virtually no rules. The new kids on the block are Brutal Deluxe, a team that plays to win by any means!

Speedball 2's a weird mixture of football, ice hockey and pinball(?). The object of the game's to slam a steel ball into your opponent's goal any way you can.

This tough game 's out on the MD soon. The MS version should follow soon after. With stunning graphics and good gameplay, this game'll knock you senseless!



Above: It's all mouth and metal in *Speedball 2*. The Mego Drive version went down a storm in Issue 1. The MS game offers the same top notch graphics and animation.



Slam that steel ball round the pitch and cause as much damage as possible. Special bonuses are yours for the taking if you knock the ball into the right area.

BATMAN RETURNS

Fancy p-p-p-picking up the biggest, baddest Penguin in town? CHRIS KNIGHT dons the dark cape and prepares for a spot of wing-clipping!

The Penguin's on the loose! His henchmen are taking over Gotham City, causing chaos left, right and centre! There's only one man capable of taking him on and it sure ain't Bruce Wayne. No way! This is a job for possibly the most famous alter ego of our time — go get him, Batty!

If you liked the first new-style Batman game (SEGA FORCE Issue 7 — 86% Force), you're gonna love this one. Starting off in the gloomy streets of Gotham City, you take on the role of the Caped Crusader, thrown in at the deep end.

Leap between skyscrapers and run across rooftops to take on the Penguin's thugs and make sure you avoid those totally outrageous Penguin bombs that float down on parachutes! That's just for starters!

Get a grip!

Controlling Batman's a treat! On default, button [A] throws special items picked up on the way, like your trusty Batarangs, sleeping powder bombs to knock out bad guys and a brilliant swarm of bats which clear a path in front of you!

[B]'s your standard punch, kick and *thwack!* button and [C] makes you jump. Press up and [C] together and you spool out your rope to swing between platforms!

You've got it! This one looks like a straightforward one-player platform romp, but there's a whole lot more to it than that!

Set over four stunning levels, a helluva lot of work's gone into making this game truly atmospheric. The sprites are amazing and the sound FX are awesome.

Into Wonderland

Leaving Gotham City behind, you enter Shreck's Wonderland. Like all the levels, this one's maze-like. Finding your way through while taking out the countless bad guys sure keeps you on your toes.

Ol' Pengy himself makes an appearance here, but you can't defeat him totally 'coz you've gotta meet him again at the end!

Level 3 sees you in the Red Triangle Circus. Sword swallowers, fire-breathers, jugglers who disappear into their own hats...! I ask ya! Use your rope to swing over the yawning chasms and watch out for the clowns lurking behind the glass in the Hall Of Mirrors!

Climb over the tops of the carriages on the circus train and get to the front to complete the level. Then it's off to the sewers for the final showdown!

Get mucky!

Machine-gunners bar your way so use those slimy trails of sewage to move between the maze of pipes and channels. Reach the end of the second section and there's a special bonus drop.

Keep going down till you've got all the bonuses, then head off to Penguin's Lair! He's waiting for ya with his umbrella! Reckon you can take him?

Even from the early version I saw, *Batman Returns* looks totally awesome! Scrolling and animation are superb, the gothic atmosphere's strong and the playability setting looks just about right.

The sprites are amazingly varied and should help make the game truly addictive. There's gonna be some tweaking between now and when the finished version hits the streets so keep your eyes peeled for the full review real soon.

In the meantime, be sure that *Batman Returns* is gonna take your breath away!

CHRIS

BAT RET





TMAN TURNS

Left: Hayulp! The damsel's in distress and only you can rescue her from the maniacal clutches of The Penguin!

Below: Watch out for the clowns hiding in the Hall of Mirrors! The graphic effect as they jump through the glass really is awesome. Pretty spooky too, so pay attention!

Fluid scrolling and great graphics are guaranteed in this awesome MD outing. Get to the end of the first level and you take on two giant robotic guardians. Jump up onto their knees one at a time, avoiding the missiles, and punch the living daylights out of them! The number of different and totally fresh sprites makes *Batman Returns* a surefire success when it hits the streets soon. Make sure you book your copy early!



TEAM UP TO BRING YOU THE HUMUNGOUSLY GOTHIC CAPED CRUSADER COMPO!

Win! Win!

Yet another fabulous Mega Drive and five copies of the totally awesome Batman Returns game must be won!

There aren't many things you Gotham City freaks won't know about the Caped Crusader, but you're still gonna need to be pretty smart if you want to walk off with the outrageous Mega Drive that's up for grabs in this month's compo, thanks to those generous boys and girls up at Sega Europe.

What's more, even if you don't win first prize, there are five copies of the scorching Mega Drive *Batman Returns* for the runners-up!

So now you're all fired up, right? Of course you are! So what have you got to do to be in with a winning chance? Take note, read on and find out!. Simply answer the tough Batman teasers below, put the answers on the coupon provided, cut it out and send it to CAPED CRUSADER COMPO, SEGA FORCE, Ludlow, Shropshire SY8 1JW.

Get yer entries in by November 5 and the first six correct coupons pulled out of the coffee machine get the goodies. Go to it!!

1. Who created Batman?
a. Rob Lane b. Bob Kane c. Tod Brain

2. Who plays Catwoman in *Batman Returns*?
a. Michelle Pfeffer b. Michelle Feiffer
c. Michelle Pfeiffer

3. What system do bats use to fly in the dark?
a. Radar b. Sonar c. Nougat

That's yer lot. Remember, if you want to include a wacky photo of yourself with your entry, we'll make sure yer mug gets printed if you turn out to be a totally jammy prize-winner! Get scribblin' and send us yer coupons now!



THE CAPED CRUSADER COMPO

1...

2...

3...

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Charting the rise and fall of the computer industry is enough to depress even the man of iron himself, the BLACK MARSHAL, so he takes some light relief by running a small city and breaking wind!

CD-ROM is hot and getting hotter — as if you didn't know! In the interests of keeping you informed with the very latest info, I spoke to the head of **Electronic Arts'** CD-ROM division, **Noah Falstein**.

I tried to get him to spill the beans on the new stuff being developed. He declined to comment. Wouldn't change his mind, even as he was dunked in the swimming pool for the third time (but at least we know he's not a witch — he sank). Only notable quote as follows:

Me: 'Can you tell us anything?'

Falstein: 'Well, the stuff's not off in the distant future — so if you started holding your breath, it won't be that long.'

I *do* know they'll be producing CD-ROMs for the **Sega CD**, and maybe have something out for the machine's official release — mid-November here in the States.

We keep hearing all this gen on the forthcoming Mega CD, but when's it actually gonna hit the streets over here? November was the last schedule but we have it on reliable information that a safer bet's January sometime!

Speaking of **EA**, they've signed a multi-year worldwide licensing agreement to continue to be directly distributed by **Sega** throughout Europe, and their own network in the States. Interesting, considering that a few years ago **EA** vowed 'never' to get into the game console field. Now they're one of the major Mega Drive players.

Gadget corner

If high-tech makes you tick, you're gonna go ape over these two oddball items I found in a ***Sharper Image*** catalogue.

First, a clock that's accurate to the microsecond. Ordinary mechanical timepieces have limited accuracy, but the **Junghans** radio-controlled clock has a longwave radio receiver which tunes into a signal broadcast by the US National Institute of Standards. It adjusts itself at regular intervals to match the NIS's horribly expensive but amazingly good atomic clock. Too cool for words.

The other gizmo is the **Pencorder**. It looks like a fat barrel-shaped pen — writes like one, too — but has a voice chip inside that can record two independent messages of up to 20 seconds each. Only 13cm long, the ultra-durable Pencorder's made of space-age titanium.

Fall of the giants

Don't You Hate It When We're Right: Time to start feeling real sorry (oh yeah?) for your computer-toting friend. We've been saying that game consoles are where it's at, and that comps would start suffering — see how even EA chomped on their words, above. The latest blow comes from **Sierra**, still producing computer software and only licensing out carts.

Word just handed down is that sales on the Amiga are so darned flat there's no profit in producing for it — meaning just PC stuff from now on. And since **Sierra** just went 'online' as a third party **Sega CD** licensee, even PC stuff might disappear in a few years.

Let's forget our prejudices and get real for a moment. It doesn't matter what you think of the States or Americans, we all know the US is the big dumping ground *every* manufacturer wants to get their products into. **Philips'** CD-I hasn't been doing great guns here in America, even with their buying into a large video chain, **Blockbusters** (can I have a 'P' please, Bob! —Everyone in the UK).

Intercom City, the very latest in hi-tech playthings! If you fancy taking on a bit of life in the futuristic fast lane, hang around until these sophisticated car sets hit the shelves. There are plenty of add-ons, so you shouldn't get bored!

Testing, testing, one... two... three! Most of the cars in the Intercom City sets can be controlled by voice activated commands. Each of the cars can be tracked by microprocessor to their exact location, so you ain't gonna lose them fast!

Another console victim...

All the noise from **Sega** and **Nintendo**'s CD-ROM players will help **Philips**, particularly as their machine can play some of the **Nintendo** CDs and display **Kodak** photo-CDs. The Kodak option 's gonna be a hit with the computer buffs but won't do much for **Philips**' profile.

Then again, the CD-I is being billed as a cre-

ative learning tool. That went *overreal* well in the past with computers... NOT.

But the final blow seems to be the projection of sales. **Philips** are hoping to get 35,000 units out the door by the end of '92. Reckoning in the game console world is that two or three times that number of **Sega** and **Nintendo** CD-ROM players will fly out within a few months of their release. 'Fraid it looks like CD-I is the Betamax of the Nineties, so if you want to buy an expensive souvenir...



Check it out

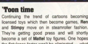
While **Nintendo** were giving out their semi-annual **Mario Awards** to selected retailers, **Sega**



were receiving an accolade — the **1991 Vendor Award** For Excellence from the Minneapolis-based **Target** retail chain. The award's given as recognition for vendor cooperation, dependability, merchandising support, superior services and industry leadership.

Matchbox's toy success should continue as their **Intercom City** embraces technology and takes die-cast car sets to the max. It's Big Brother and the city of the future on a small scale, with electronic scanners that read each car on the grid.

A microprocessor interacts with four vehicles — police car, tow truck, fire engine and helicopter — through a series of computerized voice commands. Barcodes on the bottom of the vehicles are read at key points, their identity and location noted. Realistic sounds, a vocabulary of 250 words in two voices (female dispatcher and male driver) and dazzling lights make Intercom City a mini-marvel of consumer technology, and additional playsets and vehicles will keep the toy up to date.



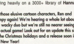
Space Quest and _King's Quest_ have worked wonders for Sierra on most of the 16-bit formats and from what we saw at the latest ECTS show in London, the Mega CD versions are gonna be stunning. Look out for other titles from Sierra, like _Willy Beamish_, as we get closer to launch date for the Mega CD. As soon as we see copies, we'll give you the full lowdown!

'Toon time

Continuing the trend of cartoons becoming licensed toys which then become games, **Ren** and **Stimpy** move on in steamroller fashion. They're getting good press and will shortly become a set of **Mattel** toy figures. One hopes the flatulence factor won't be eliminated — what a great concept in a talking Stimpy! The way these kind of things go down with younger kids, there's no telling how popular the characters are going to be.

In fact, cartoons in general seem to be heading up the charts again — even if half of the animated stuff popping on the tube gets tossed down the shaft. I've mentioned how *Capitol Critters* and *Fish Police* burned out like cheap candle stubs, and **Steven Spielberg**'s *Family Dog* never even got cathode exposure.

But animators hope eternal, and cable needs stuff for the zillions of channels. So even though *Ferngully* and *Rockadoodle* did doodle (ouch, sorry) at the box office earlier this year, cartoon feature films are still being funneled out from all sources. Probably the most realistic use here is *Ted Turner's Cartoon Channel*, 24 hours a day, relying heavily on a 3000+ library of **Hanna Barbara** and **MGM** cartoons already acquired.



It's those elusive cartoon characters, Ren and Stimpy again! We're hearing a whole lot about this wacky duo but we're still no nearer seeing the actual game! Look out for an update this side of the Christmas holidays and a release soon into the New Year!

Next up is the Tom and Jerry film. But yes, what we really want are Ren and the Stimp in 70mm, Dolby Surroundsound, with Smell-O-Vision enhancements!

TELL US WHY — AND WIN!

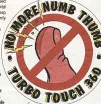
Do we have T-shirts? Do we?!

Yep, a select collection of **Triax** T-shirts, from the guys who make the **Turbocontroller** — the amazing new joypad which uses a pressure-sensitive panel in place of a D-button.

As the Black Marshal's heard there are still some of ya out who don't think video games are God, not everybody can have 'em. So to get one of these shirts — unavailable in the UK — simply take a look at the coupon below, finish off the brilliantly original slogan in no more than 15 of your own words of wisdom and get it on its way to the address below!

Post those magical missives to: Marshal, Triax-shirts and the Meaning Of Life, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.

Get your answers in to us by November 5, or we'll dig up Guy Fawkes and tell him to go plot something big round your way! Got all that? Don't say we didn't warn ya!





MARSHAL TRIAX-SHIRTS COMPO!

Complete the phrase below in no more than 15 of your own wacky words, then send it off to MTSC, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.

I reckon a fab Triax T-Shirt would totally change my lifestyle because

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Name..

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☐ Please tick this box if you do not want to receive exciting gifts from other companies!









BLACK HO ASSAULT

With help from producers Bignet, the BLACK MARSHAL found some chunky fish to fry. Rising to the bait, the fresh game plopped into his CD-ROM — he was soon cookin' with gas!

Let's get down to it. None of this half-arsed, candy-wiping cart stuff, we're talking *real* power now — CD-ROM power. *Black Hole Assault* has it, you want it. The Sega's gonna zoom now!

You don't even haveta worry about reading the instruction manual — the full story and all particulars are part of the CD and always available.

It ain't a good time to be on Earth. It's 2160 AD and the planet's resources continue to dwindle — thank the folks of earlier centuries for that. Manned exploratory probes are launched into the furthest reaches of space to look for raw materials. But don't come back.

More probes are deployed, communication disrupted and all hands lost — a distressing cycle repeated. There's something out there that isn't taking kindly to Earth's actions. Have past enemies, the Akirovs, broken the treaty to strive for conquest once more?

Controlling a Cybernetic Anthropomorphic Machine — man-shaped battle robot, to you and me — you join an all-or-nothing battle to locate and liquidate Humanity's enemies, once and for all. Your ultimate goal is to track down and destroy the hidden base, somewhere 'out there', right at the edge of a black hole...

How many?!

Primarily, your concern is choosing and operating one of two CAM units. Conveniently coloured red or blue, their powers and abilities are similar. Both can punch, kick, punch and throw, but Blue (also known as Cyquest) has a hammer-knuckle hit and power laser, while Red (Orion) launches mini-rockets and deals out an elbow smash.

There are a lot of moves to pick up on — *50*, taking in all combinations and situations — but still just that standard controller. Good thing you can use a control screen before you start, where a CAM acts out the appropriate move to match the pad 'n' button combination.

If the mission seems overwhelming, try an exhibition or tournament game. Exhibitions set two machines against each other and gives them a time limit in which to batter their opponent, controlled by the Sega or a second player. Tournaments involve eight combatants, all of which can be human-controlled.

You can practice till your thumbs turn blue and study till your eyes bulge (or is it the other way round?!), there's no escaping your planet-saving mission. Eight levels and adversaries await, on system-spanning locations like Venus, Mars, Io and Jupiter.

Enemy identified and locked in, power on and charged up... Fight on! Use every trick, every move you've got. Nothing to get in the way, nothing to pick up 'cept you and him.

To keep from becoming lunchmeat, monitor your power source. Is it still a healthy green or is the line creeping down to yellow and then dead-red? Check your opponent's, too — gives an idea of what moves have greatest effect. There's nothing worse than pummelling a guy, only to find all you've been doing is scraping knuckles.

Worse of all, there's an anti-CAM timer. When it reaches zero, it's all over and you lose by default! Better get your winning blows in quick!

To make matters worse, the planets, asteroids and moons bring their own problems. The lightning on Venus clouds your eyes, making it hard to see who's hitting whom — not to mention the fun of being struck by a bolt! Mars is so slippery it's hard to keep upright. Io is in constant explosion — lava



Get out of the way! Cyquest's gonna have one helluva headache if the 'Obstinate Octagon' lands on him! 'The hustle and bustle of life causing troublesome aches? Or perhaps a psychotic, 50-ton robot's landed on your face. Try Ache-Off, for express relief!'

Firmly grasping Cyquest's arm, Whiplash plucks the CAM from the ground and prepares to fling him into orbit. So much for a friendly handshake! Cy's gonna be stuck with a B Sky B satellite for company!

WE ARE ZE ROBOTS

STRSI Codename: Dicraeol
The weakest of the lot — but he'll still probably tear your head off. His tail's armoured and deadly — it jabs out while he kicks your butt from a standing or kneeling position. His arms look weak but toss you into the dust and his headbutt hurts! His weapon is a missile launcher.

URCHIN Codename: Megalania
A strong guy who's lightning fast. His upper claw swipe blurs with pain if it connects, but then so do his punches and kicks. His crouching punch and kick cause as much damage as when standing. His weapon, the Hammer Claw, is like being hit with a steel girder.

THUG 501 Codename: Baryonyz
A real heavy dude, he's conventionally oriented as far as punches and kicks go — standing up only. But his double arm throw causes real damage. And there's his Hover Attack that takes him off the ground and in your face. His Grand Cutter weapon is more than a novelty can opener.

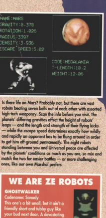
THORAXE Codename: Deino
Again, he's conventional: plain ugly and mean. Just 'cos he lacks style and originality doesn't mean he can't whup your butt! His low claw attack does no good and he has a few surprises up his metallic, armoured sleeve, but we'll leave those to your imagination! Here's a clue, though: destruction, and plenty of it!

It's all too much! Ol' blue's taking time-out — but he won't get much rest with Thoraxe's kneecaps exploding right above him! Some robots have no consideration. Thoraxe is bursting with energy — literally — while Cyquest been pummeled into a pile of smoking spare parts. Time to return to practice screen and sharpen up those moves

This is gonna hurt! In mid-leap, Mantis X extends a laser-lance down, ready to cleave the poor CAM in two! Mantis has already worn him right down and this move looks like a killer, in more ways than one. As the CAM quietly shuts down in the corner, at least he'll be able to admire the nice *Alien*-style background and glorious setting planet behind — all in smooth parallax, of course. Almost makes the pain worthwhile...

Here he is, the lad himself... Cyquest! Er... except he looks like a robotic version of Chun Li, the girlie from Street Fighter II! Is there something about him were not being told?

Blue not your colour? No problem, just cast your eye over the statistics and abilities of Orion, Cyquest's buddy. You'll love his elbow smash — especially in the baddies' faces!



Is there life on Mars? Probably not, but there are vast robots beating seven bells out of each other with assorted high-tech weaponry. Scan the info before you visit. The planets' differing gravities affect the height of robots' leaps — and the length and strength of their flying kicks — while the escape speed determines exactly how wildly and rapidly an opponent has to be flung around in order to get him off-ground *permanently*. The eight robots standing between you and Universal peace are affected by the planets' conditions as much as you are, so mix and match the two for easier battles — or more challenging ones, like our own Marshal prefers

running in all directions, pockets of the stuff erupting under your feet. Imagine getting popped with a belch of that stuff!

Sounds good!

The graphics are a hoot. So you get killed and have your metallic body strewn across the landscape or tossed into space — appreciating art is worth any price, right? Four-layer parallax scrolling means starfields and the depths of space look real and foreboding. Planetary bodies hang overhead, big and bold. Lava flows so thick you can almost slurp on it.

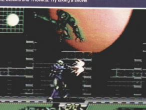
Music and sound FX are real hot. Changing, shifting tunes accent different areas, but it's the effects that push the limits. Hard, terrific jolts of metal on metal — like screeching chalk on a titanium board. We're talking solid blows: harsh, deep, grating *SMACK*'s, *BLAM!*s and *THUNK*'s. Try taking a shovel and firing it out of a cannon at a steel girder. Get the idea?

What you see here's worth the cost of the CD-ROM player and game combined. The characters have full animation and plenty of frames for smooth movement. Watching Mantis X leap and draw his sword, or Ghostwalker barrel at you like a keg of beer gone mad, is worth the price of admission.

Best moments of the CAMs are when they leap, using their rocket pack to propel them up or forward. Sad to say, another great moment is watching a CAM fall in defeat then blow up at the feet of the enemy. Sizzles nice in the frying pan.

This is just the beginning of CD-ROM powergames. *Black Hole Assault* gives you the action, sound and fury the combat-loving arcade player wants. LOTS OF IT! RIGHT NOW!

Marshal



Flailing out in all directions, our fighters have missed the point completely! Cyquest's wasting his hammer-knuckles on thin air, his opponent's fly-kicking through it!

WE ARE ZE ROBOTS

GHOSTWALKER
Codename: Sanady
This one's a bit small, but it ain't a friendly short and tubby guy like your bud next door. A devastating uppercut is the least problem here — there's his Thrust attack and rolling kick to deal with. The Lethal Lunge is TOO DAMNED FAST!

LOCUST Codename: Chesbur
Tall and thin, does this mean you can huff 'n' puff and blow him away? Take a guess, you're sure to be lucky. He hugs you close then POW! — a headbutt to send you reeling. He can leap from a crouch and his Locust Beams are just a little stronger than a flashlight...

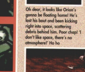
WHIPLASH Codename: Brachio
He's short and green — built like a walking tank that's gonna roll over you. He can open up a small black hole right at his fingertips. He doesn't get sucked in, but anything you shoot at him does! And if you're too close, there goes your energy, like a stone down a clothes chute.

MANTIS X Codename: Allo
A real party animal. He's fast and absolutely huge. Then he stands up! He doesn't need any kind of special attack, everything he does scores. He has a huge sword — or maybe it's a knife for him? Ever seen a chainsaw eat through a 2x4? Guess who gets to be the 'cutting edge' here.

Oh dear, it looks like Orion's gonna be floating home! He's lost his bout and been kicking right into space, scattering debris behind him. Poor chap! 'I don't like space, there's no atmosphere!' Ho ho



Not ready for the full game? Play the Mega Drive CPU or a friend in an exhibition match. It's all in fun (usually) — the future of the Universe/*So Haunt Me* reruns/*Mat*'s used tea bag collection don't depend on the result. Choose the fighters and their combat ground and away you go!



What the-?! Strsi's about to use his combination nightlight and Hoover attachment on Cyquest's head! At least he can see what he's sucking!! (Send your caption complaints to–)

- PRODUCER: BIGNET
- GG: N/A ● MS: N/A
- MEMORY: CD-ROM
- PLAYERS: 1-2




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In no sense sensible, MAT YEO's just the chap to chat to wacky games designers with delusions of godhood. With an empty stomach and an open mind, he met SENSIBLE SOFTWARE.

OH GOD! IT'S SENSIBLE SOFTWARE

Feature!

Mega-lo-Mania may be many things, but one thing it's not is an RPG! Don't even mention that word to Sensible Software!

The time: 2.00pm. The place: March, Cambridgeshire. I'm about to make one of the most important decisions of my life. Everything hangs on the next few seconds. The fate of the nations is in my hands — one wrong word and I'll plunge the whole planet into anarchy and chaos.

My hands are sweating and my throat is dry. Taking a nervous step forward, I mutter the immortal words: 'I'll have burger and chips, please'!

Welcome to the fast and furious lunchtime world of **Sensible Software**! 'Who?' I hear you cry. Well, if you haven't heard of them yet, you soon will!

These blokes have been around for donkey's years (well, about seven, actually). The busy little bees have produced software for the Commodore 64, Amiga and Atari ST and are branching out into the wild and wacky world of console games!

An RPG — NOT!

Coming soon to a Mega Drive in your neighbourhood is the world-shattering game known to the Universe as... *Mega-lo-Mania*!! This excellent god-like simulation has already appeared on a number of systems and is now making the astral leap to the Sega.

I recently spent a sunny day in March (the town, not the month!) and got the lowdown on this amazing cart from one of the omniversal tyrants of **Sensible Software**, **John Hare**.

Over a mountain of food in the local pub, we chatted about gods, creating worlds and life as we know it.

'Let me start by saying that *Mega-lo-Mania* is NOT an RPG!' said John, abusing a pile of chips. 'I don't care what you might have read elsewhere, this is definitely not an RPG! People have already started comparing the game to *Populous* but as far as I can see there's no similarity.'

Glazed view?

In an already crowded console games market, wasn't John a bit worried about how well *Mega-lo-Mania* would perform (madam!)?

'Obviously we want our game to do well but

The year is 9500BC, not that the BC means an awful lot to the awesome combatants in this other galaxy! Pick which demi-god you prefer, then choose your planet and be prepared to defend it to the very hilt! The lives of all your creations depend on your ability — will your galaxy thrive or will it go under?







we're confident it'll stand on its own merits. The idea behind the game, we feel, is quite original. Even though it's been converted to other systems, Mega Drive owners will be in for a treat!'

With enthusiasm like that you'd think this bloke was either supremely confident or as mad as a house! Unfortunately, he's completely insane and lives in a phone box just outside Cheadle!

We trundled back to the sprawling complex known as **Sensible Software** and the game was unveiled before my very eyes.

The story of *Mega-lo-Mania* goes something like this: Before time began, as we know it, there existed a gigantic glass orb. From the orb would emerge new-born planets.

Once the planets had formed, they were flung to the four corners of the Universe (you're making this up, aren't you? —Ed) and each given a demi-god to rule over them.

11,501-year job!

Now then children, as you may or may not know, the Universe is actually not that big. In fact, if you stacked all of the galaxies on top of one another, there would barely be enough room to park a small transit van between them!



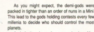
Planning your attacks is pretty important you want to make sure of securing the galaxy all for yourself!



Some of the eras to battle through produce some weird and wonderful warriors. Don't stop to marvel at your creations, though, just kit 'em out in the finest armour and go get those other demi-gods!



BLE WARE!



As you might expect, the demi-gods were packed in tighter than an order of nuns in a Mini. This lead to the gods holding contests every few millenia to decide who should control the most planets.

And that's where the game begins. You choose between four gods: Scarlet, Oberon, Caesar and Madcap. Some of these blokes are friendly and others are... er... not so friendly.

Once you've chosen your supreme being, you're taken to the first world and must select one of three islands to start on. Your opponents are the other gods who stop at nothing to wrestle control of the planet from you!

You start in 9500 BC and have to evolve mankind through the centuries to the year 2001 AD. As the years go by, your men go from using rocks and clubs to constructing factories and space-age weaponry.

The climax of *Mega-lo-Mania* is a battle at the edge of the galaxy, where you unleash warriors from across time to battle for ultimate godhood!

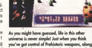


Speaks for itself!

The whole game looks great — and wait until you hear the sampled speech! It knocks your socks off! Actors were drafted in to speak for the characters. Hearing speech like this from your MD will make you the envy of every Nintendo owner!

Playing the game couldn't be easier. Simply use the joypad to move a cursor around the screen and select various icons to develop weapons, mine elements or even accelerate time.

The first few levels let you take it easy and get used to the controls but the later parts of the game are easily the best. It's very weird watching prehistoric cavemen taking on jet fighters and nuclear weapons!



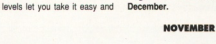
As you might have guessed, life in this other universe is never simple! Just when you think you've got control of Prehistoric weapons, along come the bad guys armed with nuclear missiles!

All in all, **Sensible Software** have got a lot to shout about. *Mega-lo-Mania's* a sure-fire hit and they already have a sequel lined up, for release next year. They're also developing the MD version of the Number One computer game, *Sensible Soccer*, and a *Lemmings*esque game with the curious title of *Cannon Fodder*!

So keep your eyes peeled for more eye-popping games from **Sensible Software**. They may be a wacky bunch of lads but they could be your one-way ticket to godhood!

***Mega-lo-Mania* from Virgin will be released in December.**






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You can bet your butt every game that finds its way down Game Freak Alley gets the guts played out of it before we give you our honest and fair marks and opinions. In our synopsis section, at the beginning of each review, you get to find out what the game's all about. And unlike other mags, we give ya two full SEGA FORCE deadhead comments afterwards to fill you in on how good (or bad) it is. Take a good look through our comprehensive system below and you'll soon know why we reckon our system's probably the best in the world!!

SF Rating

99% PRESENTATION
● This one tells you how much effort's been put into the front end — how professional's the game

99% VISUALS
● What are the graphics like? Animation? Here's your at a glance guide to how the game looks

99% SONICS
● Ear blasting, atmospheric FX? Or a sad wimp-out of bleeps? Find out here

99% PLAYABILITY
● Are the controls difficult? Is it original and fresh to get in to? Have a look here

99% LASTABILITY
● Are you gonna complete the game in an hour or a year? Will it last to give true value for money

99% FORCE
● The overall SEGA FORCE opinion at a glance. Take it away!

EEEUUURGH!

These luv'ly boxes are usually used to show you any exciting bits and pieces you can pick up and use or those nasty end of level guardians. Looks like we've got a real mean mutha here!! Seriously though, take a look at the faces in the corner of the comment boxes. If the expression's happy, we like it. If not, we don't. It's as simple as that. Catch the Sumo too! If he's happy, like the one above, it means the game's gone down well in Game Freak Alley. You get the full lowdown here, y'know!

FORCE CONTROL

+ ● Face the facts! Some games are just too darned easy to control. Because of that, you don't need these boxes all the time!

A ● Basically, if we reckon the game's a bit tough on the old joypad fingers, or if it's gonna cause your thumbnail grief, we include the box

B ● Look at games like Olympic gold! Thoseraces are a doddle, just smack A and B and you're away, but what about those diving moves!

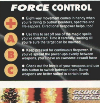
C ● Then again, there're all those weapon selectors and changers nowadays. Strewth! If it's tough, we'll tell you what to do!



It all started with eternal silence and darkness. Thank heavens someone invented the Mega Drive! Don't think they've heard of them in Alfirion, though!



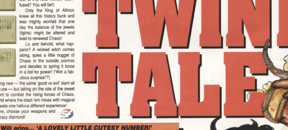
Pick your spray weapon to take out the swooping birds and then make sure you pick up the healing potions. You're gonna need all the help you can get on the ledge levels, so take it easy and don't fall over the edge!



FORCE CONTROL

- **+** Eight-way movement comes in handy when you're trying to outrun boulders, spectres and life-sappers. Directional firepower helps, too!
- **A** Use this to set off one of the magic spells you've collected. Time it carefully, waiting till you're sure the target can be maimed
- **B** Keep pressed for continuous firepower. If you've spread the power-ups evenly between weapons, you'll have an awesome assault force
- **C** Check out the levels of your weapons and use this button to switch between them. Some weapons are better suited to certain levels





In the beginning there was Nowt. And out of the Nowt came three lights. Darkness was formed in the shadow of these lights and the shadows fought to become the world. (Getting all this? Phew!)

Out of this came Chaos until, one bright day, the forces collided to forge a new light, much more powerful than the others, which beat 'em all into submission.

Creation, birth, prosperity and extinction were governed by the Red, Blue, Green and Black lights. The last light, a diamond, governed harmony. Out of this rose Alfirion! (Confused? You will be!)

Only the King of Alfirion knew all this history bunk and was mighty worried that one day the balance of the jewels (lights) might be altered and lead to renewed Chaos!

Lo and behold, what happens? A wicked witch comes along, spies a little nugget of Chaos in the outside cosmos and decides to spring it loose in a bid for power! ('Wot a fabulous surprise!'?)

The plot's nothing new — the same 'good vs evil' slant all fantasy games use — but taking on the role of the sweet young thing sent to combat the rising forces of Chaos, you enter a world where the blast-'em mixes with magical adventure to create one helluva different experience!

Get out there, choose your weapons and shine on, you crazy diamond!

Will grins... *'A LOVELY LITTLE CUTESY NUMBER!'*



Twinkle, twinkle, little *Tale*, with games like this WAS can't fail; Like a Jap up in the sky, the graphics are neat, playability high; Twinkle, twinkle little game, animation's great, to the very last frame.

Yes, well, I'm sorry. Don't know what came over me. But it's *true*, *Twinkle Tale*'s a lovely little cutesy number, with a nice line in magic staffs and big floppy wizards' hats.

The graphics are cartoonesque, colourful and very Japanese. The sound's jolly enough, and if the options weren't in some scrawly hieroglyphic language (I think it's called Japeesey or summink), the presentation would be good, too. Prob'ly.

Couple all that with the addictive 'one more go and I'll get past that evil living tree' gameplay and *Twinkle Tale* starts to impress.

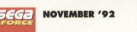
Yes, you too can be a short superhero wizard-type and collect all sorts of magical and energising power-ups. Then use your powerful magic weapons to defeat all manner of guardians, from giant spectral knights to magic trees and humungous spiders.

One of the best arcade adventures for a long time, *Twinkle Tale*'s a curious little beast, original in places and v.unoriginal at the same time (hmm?). Nicely entertaining.

Twinkle, twinkle... (oh God!!).

WILL 85%







This is it! The final bastion. Get down to the god's palace and do yer worst!

Navigate the Corridors Of Power to locate the final guardian. Don't lose heart, he can be beaten!

It's always best to try to save your magic for emergencies but, if you manage to get past this level, you soon understand it's one of the hardest. Throw whatever you can at the ogres, birds and spooks as you race from one pick-up to the next and use your seeker gun to take out nasty basts in front and behind!

Above: Once you've defeated the flying menaces, you must make your way across the chasm on the moving walkway. Wait for the blocks to be completely joined before advancing, or you end up flattening your spirits a long, long way down!

TWINKLE TESTS

Level 1: Not too tricky! Take out the three heads one by one and try not to stand directly beneath it. Fire bombs and flames to avoid!

Level 2: Use magic when the shield moves to the side and keep firing while it's vulnerable. Watch out for the hand and lightning bolts.

Level 3: Use seeking missiles to fire at the mouth and wait for it to open before releasing your powerful magic bursts. Mind the spikes!

Level 4: Here's a nasty brute! Dodge the webs which slow you down, keep firing into the jaws and wait until the spider's fully on-screen for magic.

Level 5: Just as tough as the last. The heads keep coming back, firebombs hit you from everywhere and the tail fires a boomerang. Time for magic!

Level 6: Try to stand beside the two hammer-bearers to avoid the missiles and use search missiles to destroy them one at a time.

Level 7: Wot a nasty devil! Dodge the flames and electric spheres and use search missiles to penetrate the force shield.

Level 8: Take out the rider with magic first, then concentrate on the dragon. Fly to the top of the screen when it claws and stay high to avoid breath.

Level 9: The big baddy at the end. Destroy the fire sprite to gain pick-ups, then give it your best shot before the god transforms!



TWINKLE TOOLS

Flame magic: Perfect for fast, effective death-dealing. Quicker than your other magic choice but not as long-lasting.

Light magic: This one takes a little while to brew, so time use carefully. Even though it takes longer, it does more prolonged damage.

Seeker Missiles: Ideal weapon for testing unknown territory. The spheres seek out enemies and provide good, all-round protection.

Photon Gun: The most powerful weapon in your arsenal. It finishes off big basts easily, but leaves your back unprotected. Use with care.

Spray Gun: Looks basic, but causes widespread damage whichever way you turn. Good for taking on multiple enemy attacks.

Life giver: Few and far between, but if you see these pink jars, make sure you grab them to restore all your lost energy bars.

Healer: These are much more frequent and restore one energy bar when picked up. If you're at full power, you get bonus points.

Power-up: Increases weapom strength to a maximum of three. Swap your guns around when you grab 'em, to keep all three at full strength.

Left: Probably the toughest level here! Try to keep your spread gun at full power to destroy attackers from behind and use the photon guns to blast a path through the gargoyle obstacles. Don't forget those power-ups in the chests!

Chris raves... 'ONE OF THE MOST ORIGINAL BLAST-'EMS'!'

Fire this one up and you get a real twinkle in your eye! Okay, the plot's a little tired, but aren't most nowadays?

That aside, *Twinkle Tale*'s got to be one of the most original blast-'ems around right now. The graphics are clear, well-defined and the size of some of the sprites has to be seen to be believed. The end-of-level beasts come in all shapes and guises and they're no pushovers!

Each stage has an individual feel and pick-ups are evenly paced to make life tough but not so tough it puts you off!

The sound effects are bold and very atmospheric; you won't even be put off by the in-game tune, quite a rarity nowadays!

Despite the ravings, there are a few flaws in the programming. The sprites slow down when there's a lot going on and every now and again there's some screen flicker. This causes a few problems if you're under heavy fire but doesn't spoil overall enjoyment.

With continues to collect as you go, the difficulty balance is about right. There's no getting to the Diamond Palace on the first few goes, but you keep coming back to get that little bit further each time.

If you can get past *Twinkle Tale*'s cutesy elements, you find it's a must for both novices and hardened blasters. **CHRIS 93%**

Things all look too easy when Level 1 kicks off, but don't be fooled! Get round the first corner and you're already up against some tough dudes!

FORCE TIP

When you enter the first castle dungeon, just stay where you are in the doorway. Fire at the enemy as they come in and the mine shrapnel misses you altogether!

SF Rating

86% PRESENTATION
● Neat intro sequence, if you can understand Japanese. Simple options screen gets you started

78% VISUALS
● Big sprites, colourful scenery, but suffers from a little flicker and slowdown

87% SONICS
● Atmospheric explosions and weapon FX, in-game tune doesn't drive you dotty!

92% PLAYABILITY
● Simple to play, plenty of baddies and each level very different to the last. Great guardians

90% LASTABILITY
● Continues picked up as you go. Smart balance makes it nightmarish to finish but very addictive

91% FORCE
● Great for both beginners and hardened game freaks

● PRODUCER: WAS
● GG: N/A ● MS: N/A
● MEMORY: 512K
● PLAYERS: 1 ● PRICE: £39.99



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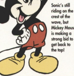
Cart Charts

Whaddya know? You're all closet clairvoyants! Tazzy's big in the MD charts, but look who's stormed straight to the top!

YOUR TURN!

We've had a mammoth response to the Red Hot Top Tens so far, so keep up the good work and let us know what your fave games are! If your chart's closest to the average Game Freak Chart, you get yerself a stonkin' Virgin Games voucher! Send yer charts to MY RED HOT TOP TEN, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW

Champions Of Europe fared damned well on your MS charts, and it even topped the official chart last month! Good stuff!




Sonic's still riding on the crest of the wave, but Mickey Mouse is making a strong bid to get back to the top!



MEGA DRIVE



Desert Strike's been ousted! The sight of that Uzi 9mm did the trick as Termie blasts clear of the opposition to steal the top spot!

1	NE	THE TERMINATOR
2	NE	TAZ-MANIA
3	▼	DESERT STRIKE
4	NE	SUPER MONACO GP II
5	▼	OLYMPIC GOLD
6	▼	WORLD CUP ITALIA '90
7	▼	EA HOCKEY
8	NE	SONIC THE HEDGEHOG
9	▼	SUPER HANG-ON
10	▼	ROAD RASH

You all reckoned *Taz-Mania* was gonna storm the charts — and you were right! But it looks like everybody forgot about the other **Sega** savage, Termie! With all the hype about *Sonic 2*, the original's enjoying a revival! Sonic will be back!

MASTER SYSTEM

1	→	SONIC THE HEDGEHOG
2	→	ASTERIX
3	→	OLYMPIC GOLD
4	▲	TEDDY BOY
5	▼	ENDURO RACER
6	NE	MICKEY MOUSE
7	→	SUPER TENNIS
8	▲	SUPER KICK OFF
9	▼	WIMBLEDON TENNIS
10	NE	WORLD GRAND PRIX

Asterix and *Olympic Gold* are still holding firm, but another new arrival alongside *Mickey Mouse* is *World Grand Prix*. Has **Nigel Mansell**'s success gone to everybody's head? You bet! As long as it doesn't start a trend for greasy moustaches, we don't care!



GAME GEAR

So it's only stuck its nose in at Number 10 but, wait and see, there's a whole lot more movement to come from *OutRun Europa* yet!

1	→	OLYMPIC GOLD
2	▲	SONIC THE HEDGEHOG
3	▲	WONDERBOY
4	▲	SUPER MONACO GP
5	→	MICKEY MOUSE
6	▼	SUPER KICK OFF
7	▼	DONALD DUCK
8	NE	WONDERBOY DT
9	▲	SHINOBI
10	NE	OUTRUN EUROPA

Well, what about *Wonderboy*?! Two offerings in the charts at the same time, eh? Wanna bet there's gonna be another character with two games in the same chart soon? A certain spiky chappie? Keep watching this space!

THE GAME FREAKS' CHART !

Wait for it! The second winner of the RED HOT TOP TEN Virgin Games voucher is... Michael Andrew of Wyke, Bradford! Compiling his very own Master System chart, Michael's came closest to the average of your offerings, so he walks off with his very own cart voucher, to spend on the game of his choice at any Virgin Games Centre or Megastore!

Good on ya Michael! As for the rest of ya, you never know, next month you too could strike it lucky! Here's the chart!

1	CHAMPIONS OF EUROPE	6	SECRET COMMAND
2	ASTERIX	7	SUPER MONACO GP
3	OLYMPIC GOLD	8	SONIC THE HEDGEHOG
4	SUPER KICK OFF	9	TEDDY BOY
5	GHOST HOUSE	10	MICKEY MOUSE

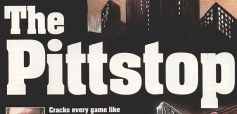


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half in last month's SEGA FORCE



The Pittstop





PULL OUT AND KEEP!





Cracks every game like you crack nuts, he's in control, this lad's no clutz! Hang on a sec, he needs you guys to tempt and tease and tantalise! He longs for tips, so make 'em snappy and keep our Pittstop plebian happy! ADRIAN PITT returns with more of your tips, more of your maps and mega cash prizes! Take a look...





CYBORG CONTROL!
The full works on MS *Cyborg Hunter*!

THE DEVIL INSIDE!
Everything you need to complete *Taz-Mania!*

THE PITTSTOP WORKSHOP



ASTERIX!
There's no getting round it! The Romans are doomed!

IT'S MAGIC!
Castle of Illusion on the MD laid bare!

PULL OUT HERE!

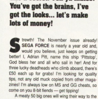
STOP! LOOK! LISTEN!

WIN 50 SMACKEROONIES HERE!

You're not going to believe this! For the cost of a piece of paper, an envelope and a postage stamp, you could win 50 spondoolies— yes, 50! Spend the dosh on a couple of new carts, or why not save up for a rainy day and buy ya dad a K-reg Peugeot?! But don't keep this a secret. Tell ya mates! You've got the brains, I've got the looks... let's make lots of money!







Strewth! The November issue already! **SEGA FORCE** is nearly a year old and, would you believe, just keeps on getting better! I, Adrian Pitt, name this ship 'Pittstop', God bless her and all who sail in her! And for three lucky deadheads who climb aboard, there's £50 each up for grabs! I'm looking for quality tips, not any old muck copied from other magazines! I'm always low on MS and GG cheats, so come on you 8-bit fiends — get tipping!

A meaty 50 big ones will wing their way to the sender of the best map or set of maps I receive and another chuffin' amazin' £50 each for the other two TIPSTERS OF THE MONTH!

Just a couple or three points before I give you the address. Keep your eyes peeled as to which tips I print each ish. I wouldn't recommend you send tips for a game that have appeared recently in the Pittstop, 'cos if they're similar, I won't print 'em.

Secondly, please don't send me stamp addressed envelopes, I can't reply to you all personally! If I started doing that, I'd never have the time to get the tips put together for ya in the first place! I know 'STUCK IN A RUT' hasn't appeared for a few issues but it's back! Include your full name, address and telephone number with your tips, along with a photo for us to jam in the mag!

Send your maps, hints and cheats to: **PITTSTOP, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.** Good luck!



WE OFFER FAME AS WELL AS FORTUNE!

Us dudes at **SEGA FORCE** have had a bit of a brainwave! We want to make you game-freaks famous! When you send your hints and tips, try and send a PICTURE OF YOURSELF, too! If your tips are printed, we'll slap your mugshot alongside 'em! After all, you see enough of us lot alongside the reviews, so let's see what YOU deadheads look like! Grab an old snap or dive into a photo booth and get those piccies to us, NOW!





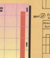
WALK THIS WAY FOR A MAP ATTACK!

Well I'll be blowed! The appliance of science, eh? Just look at what our designer Ian cooked up when given this hand-drawn map of *Cyborg Hunter* on the Master System! Pretty impressive, huh?

What's more, he can do the same for you, missus (or mista, we don't like to be sexist here)! Whether you're an ace artist or not, send in your maps and Ian will rejiggle 'em, add a bit of slap and tackle and transform 'em into the greatest piece of Technicolored technology this side of Tenbury Wells!

It doesn't matter what games you've got, MD, MS or GG, new or old, we wanna see your masterpieces! So, in between bouts of homework and *Eldorado*, grab ya pens, pencils and paper and get mapping! We'll make you a star overnight! Don't forget, send a mugshot and be the envy of your friends.

The address to send your maps to is: **PITTSTOP, SEGA FORCE, Europress Impact, Ludlow Shropshire SY8 1JW.** Get scribbling! Get dribbling... and good luck! Ya never know, you might win yerself £50 into the bargain! Can't be bad.



- **ACTION FIGHTER (MS)** Before typing in your name, type 'doki-pen' for a special bonus.
- **ENDURO RACER (MS)** Hit the reset button on the intro screen, then Up, Down, Left and Right. Select the level you want to start at.
- **KENSIEDEN (MS)** When you reach the big statue of Buddha, press Up to find a hidden room.
- **WONDERBOY III (MS)** Type the code WEST ONE, turn into a lion, go to the top of the tower. Jump onto the bottom of the steps. Press Up, enter the door and you're at the side of the final dragon's den. Hit him a few times and you've ousted the guy!
- **GOLDEN AXE (MD)** Hold Right and Down diagonal, [B] and Start simultaneously on the player select screen to choose any level.
- **TEDDY BOY (MS)** For a level select, press Up, Down, Left and Right.
- **SHINOBI (MS)** Press diagonal Down-Left, together with button [2]. This allows you to choose your start level.

CYBORG HUNTER

CYBORG HUNTER (MS)
Grab all the objects you can then enter a lift. Return to the same level and the objects are back again!
John Acton, Cumbria.
Nice one, John! Now get a load of these maps to show you the way!

AREA A

CHIEF CYBORG
SHIELD
BOMB
CHIEF CYBORG
LIFE METER
CHIEF CYBORG
POWER METER
CHIEF CYBORG
START
BOMB

AREA B

CHIEF CYBORG
RAY GUN
CHIEF CYBORG
CHIEF CYBORG
DEAD END
JET ENGINE
BOMB
CHIEF CYBORG
POWER METER
CHIEF CYBORG
START

AREA C

CYTRA ID
CHIEF CYBORG
POWER METER
DEAD END
CHIEF CYBORG
CHIEF CYBORG
BOMB
CHIEF CYBORG
START

AREA D

PSYCHO GUN
CHIEF CYBORG
POWER METER
DARK
DEAD END
CHIEF CYBORG
DEAD END
DARK
CHIEF CYBORG
START
BOMB

AREA E

BOMB
CHIEF CYBORG
CYBORG BOSS ID
LIFE METER
NOTHING
CHIEF CYBORG
POWER METER
DARK
START

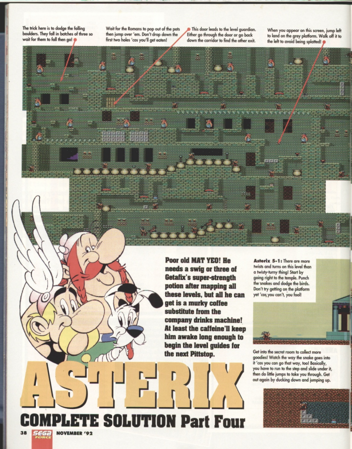
AREA F

DEAD END
CHIEF CYBORG
CHIEF CYBORG
BOMB
DEAD END
DARK
CHIEF CYBORG
DEAD END
CHIEF CYBORG
START
CHIEF CYBORG

The hard work for this little lot was done by Lindsay Finch of Bamber Bridge, Preston. We managed to dig out the screenshot above of the girl in Cyborg Command Centre, but we don't know if it bears any resemblance to ya Lindsay!

AREA G

VIPRON
CHIEF CYBORG
DEAD END
CHIEF CYBORG
LIFE METER
CHIEF CYBORG
START



ASTERIX

COMPLETE SOLUTION Part Four

Poor old MAT YEO! He needs a swig or three of Getafix's super-strength potion after mapping all these levels, but all he can get is a murky coffee substitute from the company drinks machine! At least the caffeine'll keep him awake long enough to begin the level guides for the next Pittstop.

The trick here is to dodge the falling boulders. They fall in batches of three so wait for them to fall then go!

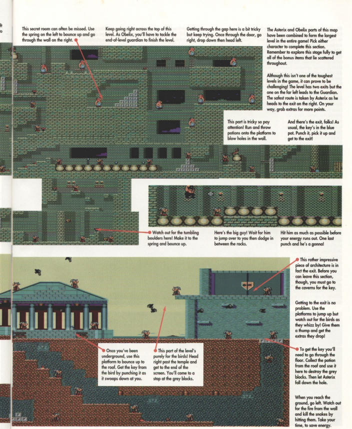
Wait for the Romans to pop out of the pots then jump over 'em. Don't drop down the first two holes 'cos you'll get eaten!

This door leads to the level guardian. Either go through the door or go back down the corridor to find the other exit.

When you appear on this screen, jump left to land on the grey platform. Walk off it to the left to avoid being splatted!

Asterix 5-1: There are more twists and turns on this level than a twisty-turny thing! Start by going right to the temple. Punch the snakes and dodge the birds. Don't try getting on the platform yet 'cos you can't, you fool!

Get into the secret room to collect more goodies! Watch the way the snake goes into it 'cos you can go that way, too! Basically, you have to run to the step and slide under it, then do little jumps to take you through. Get out again by ducking down and jumping up.



This secret room can often be missed. Use the spring on the left to bounce up and go through the wall on the right.

Keep going right across the top of this level. As Obelix, you'll have to tackle the end-of-level guardian to finish the level.

Getting through the gap here is a bit tricky but keep trying. Once through the door, go right, drop down then head left.

The Asterix and Obelix parts of this map have been combined to form the largest level in the entire game! Pick either character to complete this section. Remember to explore this stage fully to get all of the bonus items that lie scattered throughout.

Although this isn't one of the toughest levels in the game, it can prove to be challenging! The level has two exits but the one on the far left leads to the Guardian. The safest route is taken by Asterix as he heads to the exit on the right. On your way, grab extras for more points.

This part is tricky so pay attention! Run and throw potions onto the platform to blow holes in the wall.

And there's the exit, folks! As usual, the key's in the blue pot. Punch it, pick it up and get to the exit!

Watch out for the tumbling boulders here! Make it to the spring and bounce up.

Here's the big guy! Wait for him to jump over to you then dodge in between the rocks.

Hit him as much as possible before your energy runs out. One last punch and he's a gonna!

This rather impressive piece of architecture is in fact the exit. Before you can leave this section, though, you must go to the caverns for the key.

Getting to the exit is no problem. Use the platforms to jump up but watch out for the birds as they whizz by! Give them a thump and get the extras they drop!

Once you've been underground, use this platform to bounce up to the roof. Get the key from the bird by punching it as it swoops down at you.

This part of the level's purely for the birds! Head right past the temple and get to the end of the screen. You'll come to a stop at the grey blocks.

To get the key you'll need to go through the floor. Collect the potion from the roof and use it here to destroy the grey blocks. Then let Asterix fall down the hole.

When you reach the ground, go left. Watch out for the fire from the wall and kill the snakes by hitting them. Take your time, to save energy.

Obelix 5-1: This level is larger for Obelix than it is for Asterix. Our chubby mate has more to do on this section 'cos life's like that! Take your time and have a lot of patience when it comes to getting through tight gaps! As with Asterix, the aim of this section is to get the key and reach the exit located on the roof. The key's in the depths of the underground cavern but shouldn't prove too difficult to reach. Watch out for the flames ('cos they burn) and the snakes ('cos they bite!). Delivering menhirs was so much easier!

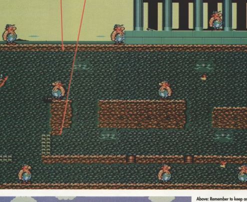
These sculptures are particularly nasty! Wait as you get near them cos they spurt fire to kill you. In between spurts, walk quickly past that part of the wall to safety. These fire spitters are all over this level so beware!

Trying to get through this door can be a pain. When you fall onto the screen, Obelix lands on the horizontal platform and triggers the door to open. Stepping off the platform causes the door to close once more. So the trick here is to land on the platform and jump right as the door's starting to open. With a bit of luck, you should just make it through the gap. If not, just try again. Don't forget to go under the door first, though, to collect the key, which is in the blue pot. Avoid the snakes and go out.

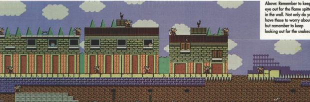
Getting underground isn't really a problem. Forget about potions, all Obelix needs is brute strength! Stand on the grey blocks and wait for the birds to pass by. Jump up and press button [1] to smash through the blocks. Fall down and land on the ledge below. Go left and you'll see another set of blocks. Don't bother going through these, though — it's a waste of time! Instead, head left again and jump over the hole in the floor. Watch out for the fire breather, though! Remember, you have been warned!

All right then, get your running shoes on and jog off to the right. Reach the temple and hop up onto the blue section. As you do so, snakes drop from the ceiling to stop you. Either punch them or jump on them. Flying above you are birds which must be avoided. Try and jump and they'll nab you! Just ignore them and keep going right.

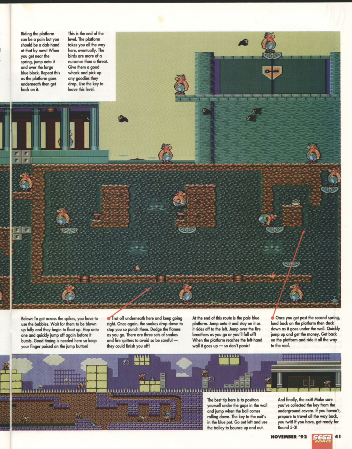
Right on the edge of this ledge is an extra life. Unfortunately it's too far to jump, so what do you do? Easy. Stand where Obelix is now and wait for the black bat to fly across the screen. As he passes under the helmet, run and jump to the left. You should bottom-bounce off him and onto the ledge. There you go, one extra life completely free!



Asterix 5-2: A fairly easy level that shouldn't give you too much hassle. You need to get onto the roof first and pick up the red potion. Then head underground all the way to the left and pick up the green potion. Go right, avoiding the slime that pours out of the wall, and hop over the springboard. Make platforms across the mud to reach the key. Phew!



Above: Remember to keep an eye out for the flame spitters in the wall. Not only do you have those to worry about but remember to keep looking out for the snakes.



Riding the platform can be a pain but you should be a dab-hand at that by now! When you get near the spring, jump onto it and over the large blue block. Repeat this as the platform goes underneath then get back on it.

This is the end of the level. The platform takes you all the way here, eventually. The birds are more of a nuisance than a threat. Give them a good whack and pick up any goodies they drop. Use the key to leave this level.

Below: To get across the spikes, you have to use the bubbles. Wait for them to be blown up fully and they begin to float up. Hop onto one and quickly jump off again before it bursts. Good timing is needed here so keep your finger poised on the jump button!

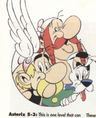
Trot off underneath here and keep going right. Once again, the snakes drop down to stop you so punch them. Dodge the flames as you go. There are three sets of snakes and fire spitters to avoid so be careful — they could finish you off!

At the end of this route is the pale blue platform. Jump onto it and stay on it as it rides off to the left. Jump over the fire breathers as you go or you'll fall off! When the platform reaches the left-hand wall it goes up — so don't panic!

Once you get past the second spring, land back on the platform then duck down as it goes under the wall. Quickly jump up and get the money. Get back on the platform and ride it all the way to the roof.

The best tip here is to position yourself under the gaps in the wall and jump when the ball comes rolling down. The key to the exit's in the blue pot. Go out left and use the trolley to bounce up and out.

And finally, the exit! Make sure you've collected the key from the underground cavern. If you haven't, prepare to travel all the way back, you twit! If you have, get ready for Round 5-3!





Asterix 5-3: This is one level that can cause a few problems. You start at the bottom-left of the screen and work your way right first of all. You're going to need some nifty moves to get past some of the nasties that await you!

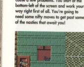
These spiders' webs are deadly! The spider in the center shoots out every so often. Land on the platfrom that spins around him and try to knock him off his web. You don't have to but it makes things easier when trying to cross.

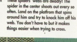
There are five webs to get past altogether and you'll need to be on your toes to do it! Don't panic if you're on the platform and the spider moves toward you. Hit it and it falls off the web, allowing you to carry on without too much hassle.

Obelix 5-2: Once again, Obelix seems to have more to do on this level than Asterix! Typical! The exit's located on the far left of the screen and the key's on the far right in the underground section. You start on the right and have to tackle the bubbles first. Only jump on them once 'cos otherwise they burst. Don't try and smash through the grey blocks you're standing on as they have a nasty habit of making you fall through to your death!

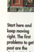
The weather cocks on the roof throw stones that can sap your energy. Get onto the roof and walk underneath them.









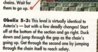


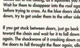
Start here and keep moving right. The first problems to get past are the chains. Wait for them to go up.

Obelix 5-3: This level is virtually identical to Asterix's — but with a few deadly changes! Start off at the bottom of the section and go right. Duck down and jump through the gap as the chain's going up. Get through the second one by jumping through the chain itself to reach safety.

Don't bother going for the grey blocks, they're not worth it. Watch out for the solid wall that comes out of the ceiling, as it squashes you flat! Wait for them to disappear into the roof again before trying to cross. As the blue doors slide down, try to get under them to the other side.

If you get stuck between doors, just go back toward the chain and wait for it to fall down again. The shockwave of it crashing down causes the doors to fall throught the floor again, allowing you to pass. Keep going right until you eventually reach the spring.









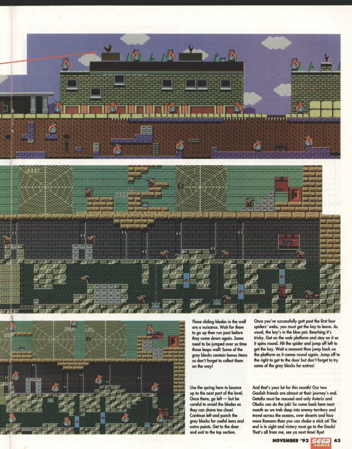












These sliding blades in the wall are a nuisance. Wait for them to go up then run past before they come down again. Some need to be jumped over so time those leaps well! Some of the grey blocks contain bonus items so don't forget to collect them on the way!

Use the spring here to bounce up to the next part of the level. Once there, go left — but be careful to avoid the blades as they can shave too close! Continue left and punch the grey blocks for useful iems and extra points. Get to the door and exit to the top section.

Once you've successfully gott past the first four spiders' webs, you must get the key to leave. As usual, the key's in the blue pot. Reaching it's tricky. Get on the web platform and stay on it as it spins round. Hit the spider and jump off left to get the key. Wait a moment then jump back on the platform as it comes round again. Jump off to the right to get to the door but don't forget to try some of the grey blocks for extras!

And that's your lot for this month! Our two Gaulish friends are almost at their journey's end. Getafix must be rescued and only Asterix and Obelix can do the job! So come back here next month as we trek deep into enemy territory and travel across the oceans, over deserts and face more Romans than you can shake a stick at! The end is in sight and victory must go to the Gauls! That's all from me, see ya next time! Bye!

SUPER KICK OFF

James Roberts from sunny **Bristol**'s football crazy! He's football mad! He sent these handy hints for this smash MS soccer game. Are ya sitting comfortably? Then we'll begin...

Beginners

a) Start playing at 25%, 50% or Fourth Division speeds and standards. This makes the game slower. It's easier to learn how to control and pass the ball.
b) Learn to trap the ball (press [1] just before the ball arrives at the player) and learn to pass (by aiming the joypad in the direction you want the ball to go after trapping it. Let go to pass).
c) Use practice mode before playing matches and get used to taking corners. Play single friendly matches before going into competitions to get even *more* practice.
d) Play teams one or two divisions below your team (by setting their standard on the option screen).

Goal Scoring

a) When running straight toward the opposition's area, lob the ball just before it comes into sight (you can see when the area's about to come into sight by looking at the map on the left of the screen). After the ball's lobbed, keep running toward goal and pressing [1]. Either the lob goes straight in or your man carries on running and volleys it in.
b) When going down the wing outside the area, cut inside at 90 degrees, or just outside the six-yard box. Run across the box, the goalie should run out. Run past him and turn the ball in.
c) When shooting, always use aftertouch and swerve the ball away from the goalie, toward the posts.
d) When coming down the wing, turn in at 45 degrees. Run in just inside the corner of the area and lob. The ball should hit the goalie and go into the far side of the goal. Just in case, follow up by pressing [1]. If the ball doesn't go straight in, your player should volley it in.

Taking Corners

a) Leave the corner box as it is, so the dot's in the centre or top-centre's lit up. Hold down [1] until the ball's struck, then push the joypad the way your team are attacking. Press [1]. One of your team should run in and score.
b) Push the joypad to make the corner, a high in-swinging one (either top-left or top-right). Hold down the button until the ball's struck, then push the joypad the way your team's attacking and press [1]. One of your team should run in and score.

Freekicks

a) Always hit them at full power.
b) Always hit them high and into the corners, either top-left or top-right in the freekick box.
c) Use aftertouch to get them in the corner.

Penalties

a) On your first penalty, aim for the corner. The goalie should dive right or left. On your next penalty, hit it to the side the goalie dived on your last kick. The goalie should dive the other way. Then hit it the way he dived before; in other words, alternate, as most goalies dive one way then the other.
b) To save a penalty: just when the ball's struck, press Pause. See which way the ball's going and push the joypad that way. Press Pause again (still holding the joypad that way) and press [1]. Your goalie should dive and save the ball.
c) If you don't fancy the above, always dive the same way every time. The computer hits it that way at least once, sometimes twice every five penalties, so it's up to you to score your five penalties to win.

Throw-Ins

If you're level with the opposition's six-yard box, execute a huge throw (pulling back on joystick) and follow in with a man. He scores quite often.

Tactics

a) If you're willing to risk conceding a few goals in return for a much greater chance of scoring loads, set your formation to 4-2-4. Make all your players attackers or midfielders.
b) If you only want to concede a few goals, use 5-3-2 formation and make your players defenders and midfielders.
c) Experiment with the different referees, finding one that suits your style, ie, if you tackle hard and commit loads of fouls, choose a referee who doesn't book players very often.
d) Try different pitches to see which suits your style, ie, synthetic for fast, furious action.
e) Experiment with the wind strength to see which suits your style, ie, if you like lobbing, make sure there's no wind.

BART Vs THE SPACE MUTANTS

Jonathan Moss of **Surrey** knows a thing or two about this arcade adventure. Follow these instructions...

Phone: Use it to lure the barkeeper out of the inn so you can spray his apron.
Cherry Bomb: Use on the pet shop's first top window to scare the parrot.
Rocket: Fire one at the bird on Jebediah's arm, another at the 'Bowlarama' sign and the others at the purple windows of the retirement home.
Wrench: Use this on the water hydrant outside the tool shop to change the colour of the door cover. Make sure you collect all Proof Of Existence icons to get help from the other Simpsons.

STUCK IN A RUT!

Yep! The 'First Ade' section's back! Apologies to those who've been waiting for their queries to appear, but there's a bloomin' long list — I'll get round to you all when I can! If you're having probs with a game, I can make an appeal for you here. On the other hand, if you've the solution to a problem, I'd love to hear from you! Send your scribblings to: **STUCK IN A RUT! PITTSTOP, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**.

Ben Street, aged eight from **Westoning, Bedfordshire**, is having terrible trouble with **MS** *Wonderboy 3*. He can't kill the Dragon Zombie.

As he moves toward you, Ben, move right and jump over him. Then move left and jump over him again. Move right. As he goes into the middle of the screen, jump and hack at his head with your sword. Repeat this technique. Thanks to **AR Hill** of **Solihull** for helping out.

MS *Moonwalker* gives **Dominic Carr** from **Altringham** many a sleepless night. On Level 1-3, there are loads of doors and steps. He can get through the level all right, but keeps being told there are two more girls to collect. He needs to know where they are, if you'd be so kind!

Andrew McMinn from **Fife** helps **Steve Hartley** of **Wilden** on **MS** *Castle Of Illusion*. To beat the dragon on world six, pick up the barrel and wait in the right-hand corner of the room. When he looks at you and runs, jump onto the blocks and throw the barrel at his head (jumping as you go). Repeat this until he dies.

Chester Greenidge from **Peckham** spotted a mistake in our *Desert Strike* special. The code for Level 3 *should* read: OLOLAHV. Sorry!

'Is there a cheat for **MS** *Spider-Man* on the Power Station level?' asks **Stuart Rawsthorne** from *Lancashire*.

Scott Nicholls of **West London** has a request. He needs as many codes as possible for **MD** *Super Hang-On*. Get cheatin', guys and gals!

Jackie Talland from **Bradford** can't find the Nei Sword in *Phantasy Star 2*. Your help would be much appreciated...

We need stage skips or secret option screens etc on **MD** *Mercs* for **Charles** in **London**.

Zoe Dean's living out a nightmare in the second castle, the red one, in the *Kingdom Of Nibana*. She's got to the room with the waterfall and opens a hole in the wall, but can't go through it. How much more of the game is there to go and is there anything of use left in this place? If this little lot means anything to anyone, drop me a line!

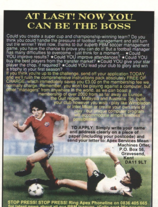
Finally, **Don Bourton** from **Brighton** would like as much help as possible with *688 Attack Sub, Starflight, PGA Tour Golf* and *Super Military*.

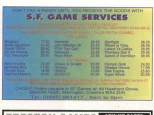
■ CURSE (MD)
Press Reset, hold down button [A], then press Start to choose any level.
Sajid Hussain

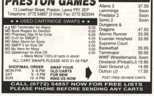
■ ALISIA DRAGOON (MD)
Experiment with your smart bomb to find hidden bonuses.
Sajid Hussain, Cleveland

DAVE ROBINSON'S SUPREME COURT

Choose L.A, they're the best team, then pick the player Bullseye Bond. When the other team scores, pass the ball to Bullseye (he's highlighted). Move him to the other half and shoot just outside the three point zone. Eight out of ten shots go in!
M Martin, Fallings Park, Wolverhampton









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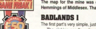
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TAZ-MANIA





For a secret room: On the ice level, stay on the last ice block and hold Down and [C]. Taz drops and finds extra lives and other goodies!

Here's a handy tip for *Taz* from **Lee Rogers** of **Yelverton, Devon**. Execute this little lot on the second section of the first level, 'Badlands'.

Once you've completed the tedious task of jumping from platform to platform and finally reached the top, there's an extra life to the left. To the right, there's a continue. Take the life then grab the continue. Now let the monster kill you. You start from the last checkpoint and find that the life and continue have returned!

You can now collect as many continues as you like if you keep repeating this process! About 20 should suffice. The game shouldn't be that hard to complete now! Thanks, Lee!

The complete *TAZ-MANIA* guide is here! Philip Stinton of Ashton-under-Lyne wins £50 for his efforts! CONGRATULATIONS, PHIL! The map for the mine was drawn by James Hemmings of Middlesex. Thanks, James.

BADLANDS 1

The first part's very simple, just keep on going.

The sinking sand's quite easy — just do a spinning jump across it. If you get stuck, keep jumping.

When you come to the first milestone, you need to jump on top of a water fountain. This takes you to solid ground. You come to another milestone with four fountains in a row. Get your timing right! Jump on the first one. When it takes you to the top, execute a massive spin to the right.

BADLANDS 2

To make things quicker, head right until you see a rock monster. Jump on his head and jump up. Now keep jumping left, from platform to platform. You start to head upwards.

Once you're at the top, go right. Jump from platform to platform until you see land right above you. Find a rock monster and make him follow you right. You see a continue. Jump on the rock monster's head and you can reach it.

Head left and you see an extra life. Now go back right until you come to a bridge. Fall down the hole and keep going until you reach the bottom. Watch out for bombs.

Once you're at the bottom, head right. You see a rock monster. Jump on his head and keep jumping upwards. Go right and you see an extra life and continue.

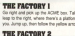
Go left and kill yourself and you end up back at the bridge. The lives etc are still there (see the tip from Lee Rogers). You can build up a lot of lives and continues. Do this as many times as you like.

BADLANDS 3: BULLGATOR & AXL

To kill Bullgator and Axl, go to the right of the screen until you come to a star, eat it and go left. Pick up the bomb and throw it. This kills 'em in one!

If you miss, jump on the roof of the car, which takes four shots.





THE FACTORY 1

Go right and pick up the ACME box. Take it one leap to the right, where there's a platform above you. Jump up, then follow the yellow arrows.

THE FACTORY 2

As soon as you see a gap, go up. Head right and pull the switch. It's now safe to go through the boxes.

Continue right until you see a chicken. Jump up and eat it. Jump left, go up until you see a hole in the roof. Jump over it. Go down until you see two levers. Pull the one on the right; now you're safe to go through the hole.

Head right. When you see a platform, jump up and head left. Go up. Pull the lever and eat the chicken. Now go right, but on a different route, then continue right. Jump over the hole in the roof and there's an extra life and a chicken.

KID CHAMELEON

Go to Blue Lake Woods II and battle your way to the end, but don't touch the flag. Instead, go to the block above it and hold Down, diagonal Down and Left, with your special USE and JUMP button. You're warped to the end-of-level boss.

To defeat him, collect your Cyclone Helmet by jumping on the lift. Wait for it to go roughly in the middle of the two metal clumps. Jump up and you hit a block. Jump again and it turns into into a power-up block. Hit again for the helmet and bounce on the rubber blocks until the boss comes down. (Oh, avoid the skulls and bounce on them to kill 'em!)

Once that ugly mother comes down, bounce on his head until you come near the top. Now jump and fly. Bounce on the rubber blocks. Repeat until you lose your helmet. Walk on and collect your Micromax Helmet. Stick to objects until you get to the top. Jump on the bad guy's head. He takes about 20 hits. Jump to the bottom and hit the flag.

Thanks to **Ben Bhatia** from **Cardiff** for this tip.



Go through the roof and head right.

Move up before you go through the box and pull the top right-hand lever. Go to the bottom. Eat the chicken and continue. Go back to where you just came from and you're safe to go through.

Go up, then right when you see a platform and the exit's there.





ICELAND

Head right. Watch out for bush rats and penguins. If you get stuck in the ice, press the spin button to break out. (See first tip for a secret bonus room.)



THE JUNGLE:

Nothing tricky here, just head right and watch out for bush rats and weeds.



JUNGLE 2

Climb the tree. When you get to the top, go left and kill the boy with the bow and arrow. Keep spinning through him and you should kill him in no time!

JUNGLE 3

You don't have to go near the water; keep jumping right from ledge to ledge. If there isn't a ledge, go for a spinning jump.

If you want, you can ride down the river on a log, but don't stay on the same one for long.

THE MINE

See map. (That's all, folks!)

THE MINES 2

This level's a maze!

Go right in the lift, up and right again. Now wait for the lift to come down. Go up and get out at the first exit on the left. Continue left.







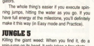
Up in the elasticated lift. Get out at the top and head right.

Go up and get out at the first point on the left. Walk left until you see the first lift. Go up all the way, then left and up in the lift. Walk past the milestone and back to the lift. Now wait.

When the lift comes, jump in and keep jumping across into other lifts until you go down. Be careful in this lift because it breaks when you get in. Jump to the left and you'll be okay. The next lift's also broken, but jump to the right.

In the next lift, you go all the way down. Wait until you see a lift coming down on the right then spin-jump to get in. When you reach the top, get out and go right. You see another lift. You have to jump in it to bring it down fast and whizz back further. Keep doing this until you get to the top then climb out.

Wait until you see another lift. You travel round and see three lifts on your right. Jump in. They all snap, so jump from one to the other. The third takes you to the exit.



JUNGLE 4

Riding the river again! Not easy this time as there aren't many ledges.

Don't stay on the rocks or you're bitten by alligators.

The whole thing's easier if you execute spinning jumps, hitting the water as you go. If you have full energy at the milestone, you'll definitely make it this way (in Easy mode and Practice).

JUNGLE 5

Killing the giant weed: When you find it, do a spin-jump on its head. It only takes a few shots.

THE TAZ-TEC RUINS

Nothing hard here. There are three of these levels. They may look the same, but the exits are different. Once you get to the Tasmanian Ghost, spin through him a few times and he's ousted!

THE GIANT SEAGULL'S NEST

Head right. You come to the nest. To kill the giant bird, stand on the rock where her head pops out and spin while she claws you. When her head comes out, do a spin-jump and hit her on the beak a few times. You've killed the bird! Hurrah!



■ **HARD DRIVIN' (MD)**
Race around the track backwards for double lastability!

■ **BACK TO THE FUTURE III (MD)**
At any point in the game, press pause then Up, [A], Down, [A], Left, [A], Right, [A]. You're warped to the start of the next level!
Sajid Hussain, Cleveland



SONIC THE HEDGEHOG

Here's a great way to finish the first chunk in just 21 seconds! Follow these pointers from **Andrew Storr** of **Bournemouth**. Cheers, Andrew!

1. Head straight for the immunity box.
2. Collect the two rings near the box. When you land, you should be on the box.
3. Walk halfway down.
4. Roll at the hill until you reach the bottom.
5. Sonic should go up in the air.
6. Press left once, but only a little.
7. If you carry out '6' correctly, you should land on the box with the shoes in.
8. When Sonic bounces back up, press Right diagonal.
9. If '8' is executed correctly, Sonic should go off the screen.
10. Jump near the box with the arrow at the end of the second hill. This needs a lot of practice.

CASTLE OF ILLUSION



Never completed this cartoon romp? Leigh Randle from sunny Devon offers a few ideas and wins £50 in the process! Well done, Leigh!

SEGA FORCE GAME FREAK!

Level 1

Fairly easy! When you reach the holes, the ropes have to be used. The best tactic to avoid getting killed is to shuffle to the edge and wait until you can jump straight up.

To swing from rope to rope, push jump when you're close enough to the other rope. On the second rope there's a star hidden in the hole. Keep pushing to land inside it. Getting out can be a problem!

When the giant apple falls, run as fast as you can down the hill and jump as it rolls underneath you. When it goes dark, jump down the first hole and walk straight through the left wall for some goodies! Bum-bounce the ghosts to reach the high tree branches.

The end-of-level geezer's easy. Just avoid the acorns and when he turns into an ugly picture, bum-bounce him. You can throw apples but it takes longer.

Level 2

The door's locked. Find the key at the top and race down the slope. Shoot all yellow bricks to find hidden lives and jump on the jelly.

Duck the clown's arm (stay in the very left-hand corner) and jump on his head. Again, you can use apples, but just think: more points means more tries. (Don't worry about him bouncing, he'll never land on you in the corner.)

Level 3

Put on your bathing suits! Jump down the first hole and walk left again for more well-deserved goodies! Go down the third water pool and get sucked out next to the exit (oh, and run over those bridges!). This next bit needs skill.

Duck or jump anything that gets in your way. Landing on small platforms needs skill and concentration. Don't be startled or put off by the waterfalls. Watch out for hats. Save your marbles, you need them for the fight ahead!

Jump and shoot the gremlins when they first land. Repeat and blow up the statue!

Level 4

When you come to the first set of 'A's, just keep walking; they jump over you. Swing on the light switches like the ropes, but when you land keep walking!"

Watch out for the books, some fall on top of you. Another giant apple appears. Run down the slope and into the second tea cup. You need swimming skills to avoid the giant thingies.

When you reach the next guardian, get to

EUROCLUB SOCCER

Thanks once again to **Chris Moore** of **Wolverhampton** for these ace codes.

First round, second leg: JRU-AQBBBGC
This code pits you at home against Brondby. You're 2–1 up from the first leg.

Second round, first leg: GVUBABBCKB
Use this code and you play Vienna Sturm Graz at home.

Second round, second leg: HZUBQBBDKB
For a comfortable 4–1 lead to take to the away leg.

Quarter Final, first leg: 67UCABBEGA
Away tie against Metallist.

Quarter Final, second leg: OBUCQBBFGC
A 2–1 lead for the second leg.

Semi Final, first leg: YJUDABBGHH
An away tie to Waalwijk.

Semi Final, second leg: 6JUDQBBHCA
A 1–0 lead for the home tie.

European Cup Final: 7NUEABBICA
To play in the final and a chance to play in the Super Cup.

■ **TEST DRIVE II (MD)**
For a secret menu, hold down [A], [B] and [C].
Steven Dunning, Cheshire

■ **SAGAIA (MD)**
For a level select, press [C], [A], [C], [B], [C], [A], [B], [A], [B], [C], [A], [C].
Patrick Alderton, Suffolk

QUACKSHOT

When you have a choice of going up for the money or down for the ice creams in Duckburg (cables), make sure you go up. When you've done that, go back to where the ladder and booms are.

Got all that? Right, now return to the cables and repeat this set of moves several times for some very handy extra lives.

This one comes in from Zoe Treen, Falmouth, Cornwall. Thanks Zoe and keep eating the pasties!

know his pattern of movement. When he goes high and dives at you, jump on his head. When he attacks head-on, jump very quickly to avoid him.

Hint: On the apple/hill section, jump onto the ledge with the rope, go across and down the hole. You find a mousehole that leads to a secret room.

Level 5

Okay, five down, two to go!

Watch out for the knights. The stationary ones only swing their axes. The knights that move need to be bum-bounced. This level needs skill, so learn the movement patterns of the bad guys.

There's a secret room down the hole. Bum-bounce the knight to reach the ledge. Grab the ammo and the life! After the two knights and the two falling blocks, jump left for four diamonds, avoid bubble stuff and collect the gems.

Swim from the piranhas. The lower you go the faster you go, but when they're low, don't forget to look back!

Onto the cogs. Use them to get to the top.

When the end-of-level bloke performs a high jump, walk in front of him. When he attacks, bum-bounce his head. Beware, when you're in mid-air he fires his braces at you.

When you've bum-bounced, go straight over to the other side. He grins. After the third grin, get out of his way! He jumps.

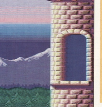
Repeat this until he's goes red in the face and explodes.

Misrabel

A good tactic is to bum-bounce the ghosts until they go away. Her head's then in range. Use the ridges.

Don't attempt to find a pattern in her moves — there ain't one!

Leigh refuses to give the full lowdown on how to defeat old warty-features! While I twist his arm, you lot carry on reading!



GAME GEAR ALLEY!

Attention all Game Gear owners! Send your cheats to the following address and there's every chance you'll see your name on these hallowed pages! Write to: GAME GEAR ALLEY, PITTSTOP, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.

HALLEY WARS

Nick Gray from **Bristol** knows what's what when it comes to playing this little shoot-'em-up! Here, his tips for the first three levels should help you get just that little bit further! More from Nick, next month...

Level 1: Stay at the bottom of the screen and only move up to grab ammo. If you pick up an explosive pod, only use it as a smart bomb in tight conditions. The explosive pods don't get hit so easily if you stay at the bottom.

To kill the guardian, shoot the middle eye first. Shoot the blue and white torpedoes before they leave the bad guy's body. Now take out the other eyes.

Level 2: The first section's pretty easy. When you reach the second part, weave your way around the rocks and use smart bombs. Don't worry about looking after your explosive pods, let them die. Save your ship first.

When the guardian moves along the screen, follow him and at some point, shoot him with your diagonal stream.

Level 3: A fairly easy level. Shoot everything. A shield appears early on. Grab it if you can. Try and save it for battle with the guardian. It protects the ship, not the pods. The mid-level guardian's a wimp! Keep shooting!

On the end guardian, one snake swings, the other remains stationary. The safest places are the top corners of the screen. Move to the bottom and shoot the snake that doesn't move with your diagonal. Don't go directly underneath it. Repeat, swap snakes and he's dead!

More next month.

OUTRUN

When 'SEGA' appears on the screen, press [1] and [2] and diagonal Down. Then chose Normal, or Versus Computer, and Music. Continue the race and turn right/left into the checkpoint.

When 'You have past checkpoint' appears, brake and travel slowly in low gear. When the message vanishes, brake completely and stay where the background changes. Hold for one or two seconds then continue. The background colours are different to usual! Try this on the Alps section.

Tim Collins, Newcastle-upon-Tyne

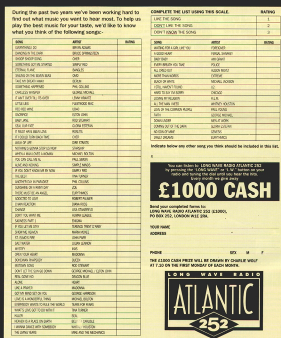
WHERE IN TIME IS CARMEN SANDIEGO?

We raved about this barnstormer from Electronic Arts a few months back and, if you like a bit of adventure and you haven't got this one yet, what are you up to? Anyway, for those of you who have already gone out and bought this gem, **Chris Moore** from **Wolverhampton** dons his detective's cap and supplies a complete list of codes to see ya through this time-travelling romp. This set below should see you through the first half of the epic adventure and keep your eyes peeled for the final set of codes in next month's Pittstop!

1. **NBBBPDB**	8. **RJNGSMM**	15. **XXXXTSB**	22. **LMMRJKN**	29. **XXRXLTN**	36. **XLBBGHF**
2. **NBMBGFM**	9. **RLNGTNM**	16. **DMBBDBN**	23. **LMMXKLN**	30. **XXXXSWN**	37. **XXBBHJF**
3. **NBNBJGM**	10. **XLNGFPB**	17. **GMBBHDN**	24. **XMMXXMN**	31. **NBBBMXD**	38. **XXBMJKF**
4. **NBNDKHB**	11. **XLNRGRB**	18. **GHBDJFD**	25. **XNMXBNN**	32. **RBBBRBF**	39. **XXDMLLF**
5. **NDNDLJM**	12. **XXNRHSB**	19. **GMBNKGD**	26. **XRMXDPN**	33. **RDBBSDP**	40. **XXGMPMF**
6. **NDNGMKM**	13. **XXRRLTB**	20. **LMBNRHD**	27. **XXMXFRN**	34. **XDBBDFF**	
7. **RONGRLM**	14. **XXXRSWB**	21. **LMBRSJD**	28. **XXNXHSN**	35. **XGBBFGF**	

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SHOOP SHOOP SONG	CHER	
SOMETHING GOT ME STARTED	SIMPLY RED	
ETERNAL FLAME	BANGLES	
SAILING ON THE SEVEN SEAS	OMD	
TAKE MY BREATH AWAY	BERLIN	
SOMETHING HAPPENED	PHIL COLLINS	
CARELESS WHISPER	GEORGE MICHAEL	
IT AIN'T OVER TILL ITS OVER	LENNY KRAVITZ	
LITTLE LIES	FLEETWOOD MAC	
RED RED WINE	UB40	
SACRIFICE	ELTON JOHN	
BABY JANE	ROD STEWART	
SEAL OUR FATE	GLORIA ESTEFAN	
IT MUST HAVE BEEN LOVE	ROXETTE	
IF I COULD TURN BACK TIME	CHER	
WALK OF LIFE	DIRE STRAITS	
NOTHING'S GONNA STOP US NOW	STARSHIP	
WHEN A MAN LOVES A WOMAN	MICHAEL BOLTON	
YOU CAN CALL ME AL	PAUL SIMON	
ALIVE AND KICKING	SIMPLE MINDS	
IF YOU DON'T KNOW ME BY NOW	SIMPLY RED	
THE BEST	TINA TURNER	
ANOTHER DAY IN PARADISE	PHIL COLLINS	
SUNSHINE ON A RAINY DAY	ZOE	
THERE MUST BE AN ANGEL	EURYTHMICS	
ADDICTED TO LOVE	ROBERT PALMER	
CHAIN REACTION	DIANA ROSS	
CHANGE	LISA STANSFIELD	
DON'T YOU WANT ME	HUMAN LEAGUE	
SADNESS PART 1	ENIGMA	
IF YOU LET ME STAY	TERENCE TRENT D'ARBY	
SHOW ME HEAVEN	MARIA MCKEE	
ST. ELMO'S FIRE	JOHN PARR	
SALT WATER	JULIAN LENNON	
MYSTIFY	INXS	
OPEN YOUR HEART	MADONNA	
BOHEMIAN RHAPSODY	QUEEN	
MOTOWN SONG	ROD STEWART	
DON'T LET THE SUN GO DOWN	GEORGE MICHAEL / ELTON JOHN	
REAL GONE KID	DEACON BLUE	
ALONE	HEART	
LIKE A PRAYER	MADONNA	
GOT MY MIND SET ON YOU	GEORGE HARRISON	
LOVE IS A WONDERFUL THING	MICHAEL BOLTON	
EVERYBODY WANTS TO RULE THE WORLD	TEARS FOR FEARS	
WHAT'S LOVE GOT TO DO WITH IT	TINA TURNER	
KILLER	SEAL	
HEAVEN IS A PLACE ON EARTH	BEL[illegible] CARLISLE	
I WANNA DANCE WITH SOMEBODY	WHIT[illegible] HOUSTON	
THE LIVING YEARS	MIKE AND THE MECHANICS	

COMPLETE THE LIST USING THIS SCALE.

	RATING
LIKE THE SONG	1
DON'T LIKE THE SONG	2
DON'T KNOW THE SONG	3

SONG	ARTIST	RATING
WAITING FOR A GIRL LIKE YOU	FOREIGNER	
A GOOD HEART	FERGAL SHARKEY	
BABY BABY	AMI GRANT	
EVERY BREATH YOU TAKE	POLICE	
ALL CRIED OUT	ALISON MOYET	
MORE THAN WORDS	EXTREME	
BLACK OR WHITE	MICHAEL JACKSON	
I STILL HAVEN'T FOUND	U2	
HARD TO SAY I'M SORRY	CHICAGO	
LOSING MY RELIGION	R.E.M.	
ALL THE MAN I NEED	WHITNEY HOUSTON	
LOVE OF THE COMMON PEOPLE	PAUL YOUNG	
FAITH	GEORGE MICHAEL	
DOWN UNDER	MEN AT WORK	
COMING OUT OF THE DARK	GLORIA ESTEFAN	
NO SON OF MINE	GENESIS	
SWEET DREAMS	EURYTHMICS	

Indicate below any other song you think should be included in this list.

x ....

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BEST MUSIC VARIETY



Kamikaze kiwi in catastrophic kidnapping caper! Tiki's girlfriend's being held hostage and not even the lads from SEGA FORCE can come up with the ransom money! Over to you...

SEGA FORCE got the first bite of the kiwi fruit with the world exclusive preview of *The New Zealand Story* back in Issue 9. Now, the cute 'n' cuddly yellow un' blasts onto the Master System in fan-flippin'-tastic Technicolor to prove the little 8-bit buddy can, without doubt, give Big Brother a run for his money.

NZS boasts Mega Drive-quality visuals and gameplay to match. This is Antipodean action through and through as the game's hero, Tiki, attempts to rescue his mates *and* sweetheart from the clutches of Wally the Walrus.

Our feathery friend starts his quest in Auckland, passes through Rotorua, Waitomo Caves and Wellington, to name but a few. Each part of the island's split into sub-stages — in fact, there are a total of 21 levels to run, shoot, jump, swim and fly through. Yep! This kiwi's ultra versatile! He's even into hot-air ballooning! (Richard Branson take note!)

En route, there are bad guys a-plenty! Snails, bats, boomerang-wielding wallys, spikes, slimeballs... And *you* thought New Zealand was a peaceful place, full of rolling hills, Maoris and sheep with a nervous disposition! Wrong!

Power-ups are there for the taking. Bombs, laser guns and plasma balls *must* be grabbed if you're to stand any chance against those kiwi-killers! Why not give 'em the slip and warp to a different level? Be warned, some teleports transport you to higher stages, others whisk ya back to an earlier maze.

The zoos and parks of New Zealand are treacherous places. This yellow youngster needs a morale booster to get him to Mount Cook and the final show-down with Wally. Only you can supply it...

TIKI TRANSPORT

Up, up and away! Richard Branson eat yo heart out! Balloons are usually dotted around the playing area. Just jump on them to climb aboard!

These weird space-hopper doobries are fairly prominent. Teddy bears fly on them. Either shoot the bears or jump on them from a great height.

Jacques Cousteau 'ain't got nothing on this fella! Scuba diving no less! Watch the bar at the top of the screen. It displays your oxygen.

These ducks are ridden by purple monsters. Watch the beggars because they throw stones. Again, jump on the bad guys to sit on these.

SEGA FORCE SMASH **Reviewed!**







On the other side of the wall is the space warp. Guide the cheeky Tiki to the warp and dive in! These are handy shortcuts to later parts of the level. They're very useful if you need to skip over treacherous parts of the level!

THE NEW ZEAL

KIWI FRUIT

Kiwis just LOVE fruit! For every delicious morsel Tiki chomps, he gets 100 points. Fruit stays onscreen for about five seconds. Reach 50,000 and get an extra life. Other lives, every 20,000.

Mat gasps... *'IT'S A TOUGH PLATFORM ROMP!'*

I have a distant memory of playing *New Zealand Story* in a chip shop, about two years ago! Stuffing my face with a saveloy, I was trying to guide a small birdy across the screen. Having absolutely no idea what I was doing, I was soon shot by a purple duck and told to remove myself from said sliced potato establishment! Two years and 76 saveloys later, the kiwi's returned with a vengeance! *New Zealand Story* makes the leap onto the Master System.

And what a leap it is! I first played the game at a computer show in London and was blown away by it. Since then, TecMagik have tweaked the whole game. The result is a tough platform romp that really gives you something to get your beak into!

The whole look of the game is cartoony and the sound FX add to the feel. If you only get one MS game this year, make sure it's *New Zealand Story*!

MAT 90%



Ade tweets... *'TECMAGIK HAVE EXCELLED THEMSELVES'*

I fancy there's been a spot of kiwi-tweaking since we had *New Zealand Story* in for preview — it's a helluva lot tougher. Stage 1's bad guy, The Crystal Whale, was easy to find in the pre-production copy. Not any more! Continues are limited, too. You have to work for 'em now! Reach Level 2-4 and 4-5 and they're yours!

Fortunately, this tweaking hasn't affected playability. After all, who wants a game you can finish in a couple of days?! *New Zealand Story* is now what we in the trade call 'frustratingly addictive'! You just *have* to keep playing to get that little bit further.

Wait! What about the graphics? In a word — STUNNING! It's hard to believe you're actually playing a Master System! The visuals are big, bold and extremely colourful. Tiki — and for that matter, *all* the sprites — are beautifully animated.

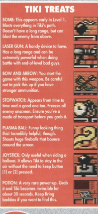
Controlling the little flapper's a breeze. He runs, swims and flies like a good un'. The instruction manual even offers a handy hint on how to hold the MS joypad when firing and flying. Makes life a lot easier!

Soundwise, we're treated to a couple of ditties on the title screen and an in-game tune, one of those you'll be whistling after a couple of minute's play! Know wot I mean?!

New Zealand Story rates as one of the top arcade adventure games on the Master System. TecMagik have really excelled themselves. This is their best release to date. Go kiwi crazy — NOW!

ADE 94%

It might only be the first level, but already the heat is on for our Antipodean friend! The blokes wearing the rather fetching shells are nasty pieces of work. Wait for them to fire and then land near them to kill 'em! The green creature on the floor fires missiles straight at Tiki, so try to dispatch him quickly. It's no fun when you're short, fat and furry!



TIKI TREATS

BOMB: This appears early in Level 1. Blasts everything in Tiki's path. Doesn't have a long range, but can blast the enemy from above.

LASER GUN: A handy device to have. Has a long range and can be extremely powerful when doing battle with end-of-level bad guys.

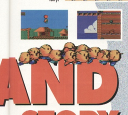
BOW AND ARROW: You start the game with this weapon. Be careful not to pick this up if you have stronger ammunition.

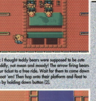
STOPWATCH: Appears from time to time and a good one too. Freezes all enemy onscreen. Ensure you've a mode of transport before you grab it.

PLASMA BALL: Funny looking thing this! Incredibly helpful, though. Shoots huge fireballs that bounce around the screen.

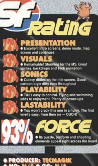
JOYSTICK: Only useful when riding a balloon. It allows Tiki to stay in the air without the need to keep button [1] or [2] pressed.

POTION: A very rare power-up. Grab it and Tiki becomes invincible for about 30 seconds. Keep firing baddies if you want to find this.





Above: I thought teddy bears were supposed to be cute and cuddly, not mean and moody! The arrow firing bears are your ticket to a free ride. Wait for them to come down and shoot 'em! Then hop onto their platform and float to the top by holding down button [2].



SF Rating

72% PRESENTATION
● Excellent intro screens, demo mode, map screen and continues

93% VISUALS
● Remarkable! Stunning for the MS. Great sprites, backdrops and slick animation

80% SONICS
● Cutesy ditties on the title screen. Good cartoon-style ditty runs throughout

83% PLAYABILITY
● Tiki's easy to control. Flying and swimming adds to enjoyment. Plenty of power-ups

89% LASTABILITY
● You won't crack this one in a hurry. The first level's easy, from then on — OUCH!

93% FORCE
● Its puzzle, platform and shooting elements appeal right across the board







● PRODUCER: TECMAGIK
● MD: N/A ● GG: N/A
● MEMORY: 256K
● PLAYERS: 1 ● PRICE: £32.99



THE RAVING RUGBY COMPO!

To mark the release of their latest corker, MS *New Zealand Story*, our friends at TecMagik racked their brains to come up with yet another barnstormin' New Zealand-related compo.

We hoped and prayed it'd have nothing to do with Kiri te Kanawa or rugby. Well, we can't have it all our own way!

The winner of this stonkin' comp not only receives a copy of *New Zealand Story* but, wait for it... a pant-wetting, go-getting, jet-setting, New Zealand All Black's rugby shirt! Fret not! It's sweat-free, grime-free and, if Will Carling were a kiwi, he'd be proud to wear one.

That's not all. TecMagik have stretched their big budget to include five runners-up prizes too! And just to make things a tad more interesting, we're keeping these goodies under wraps.

Absolutely scrum-my!

You can rest assured they'll have some connection with New Zealand! We promise you won't get a bagful of kiwi feathers, or a year's supply of New Zealand lamb (we'd have the vegetarians knocking on our door!). The booty's OUTSTANDING, you have our guarantee!

So, what d'ya have to do? It's easy! Answer these three mind-boggling questions, jot your bits and bobs down on a postcard along with your name, address and size of shirt if ya win and send it to: I'd get in a rugger scrum with Dame Kiri, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Please state on your entry if you don't want to receive exciting gifts from other companies. Get yer answers in by November 5 or kiss a kiwi's ass! Yeuch!

1. Name the feathery hero in *The New Zealand Story*.
a) Biko b) Beaky c) Tiki

2. How many players in a Rugby Union team?
a) 8 b) 15 c) 22

3. Inhabitants of New Zealand are called...
a) Yanks b) Kiwis c) Drongos



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Wipe out! Summer's gone (was it ever really here?) so why not remind yourself of the (few) lazy, sunny days with Sega's new baby — you won't get board!

GREEN

Greendog is King of the Surfers, dude! No break is too big to surf and no board too rad to ride. He spends his days bumming around on beaches and chatting up the babes. Being cocky is what he does best so the challenge of riding the biggest waves is too much to turn down.

Unfortunately, this time the ocean gets the better of him. After tackling one of the biggest breaks ever, Greendog finds himself washed up on the beach. Plucking his head from the sand, he notices a strange medallion around his neck — and it won't come off!

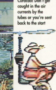
Just as the situation looks bogus, a gorgeous babe appears. She tells Greendog that the only way to remove the amulet is to find the pieces of the Lost Surfboard of the Ancients. The board's broken into six pieces and scattered around various sunny locations around the Carribean.

Pedalling between the islands of Grenada, Mustique, Curacao, Jamaica, Saba and St.Vincent on his high-flying, power-punching cycle, Greendog has to find the board, overcome terrible odds and regain his ability to surf. And if he's very lucky, he might get the girl, too!

So wax up your board, grease back your hair and prepare to take to the waves, dude!

Reviewed!

You find yourself curiously trapped in the aquarium on Curacao! Don't get caught in the air currents by the tubes or you're sent back to the start!



Grab the rope swings and leap from island to island on Grenada. Time your jumps carefully or you find the fish are very partial to your toes!

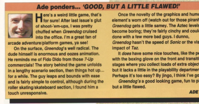
FORCE CONTROL

- **+** In both the main island levels and the transitional phases, you've got eight-way movement to avoid all obstacles
- **A** Don't panic! If you find yourself in a tight spot, use this one to operate one of the special pick-ups you find along the way
- **B** Throws your hyper-powered frisbee in the direction indicated by the D-button. Throws a mean punch on the transitional stages too
- **C** Gets you leaping through the air with the greatest of ease on the island levels and keep pressing it during transitionals to maintain altitude

Time to hang out on the golden sands of Mustique? Not on your life. If the seabirds don't get ya, the lobsters will! They may look harmless enough crawling along the sand, but give 'em a jab and they turn very nasty. Knock 'em with your frisbee again to take the wind out of their sails!



Lob your frisbee into the dragon's mouth and watch as the walls crumble to reveal new passageways in the Aztec levels. Things ain't always what they seem though and you may have to work out which route to take, and which walls to collapse first, before you find the way out.



Ade ponders... 'GOOD, BUT A LITTLE FLAWED!'

Here's a weird little game, that's for sure! After last issue's glut of shoot-'em-ups, I was pretty chuffed when *Greendog* cruised into the office. I'm a great fan of arcade adventure/platform games, ya see!

On the surface, *Greendog*'s well radical. The dude himself is enormous and oozes animation. He reminds me of Fido Dido from those *7-Up* commercials! The story behind the game unfolds in a lengthy scenario section, then things hot up... for a while. The guy leaps and bounds with ease and is fairly simple to control, although during the roller skating/skateboard section, I found him a touch unresponsive.

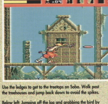
Once the novelty of the graphics and humour element's worn off (watch out for those piranhas!), *Greendog* gets a little samey. The Aztec levels become boring; they're fairly cinchy and could've done with a few more bad guys. I dunno, *Greendog* hasn't the speed of *Sonic* or the visual impact of *Taz*.

It *does* have some nice touches, like the pedalo with the boxing glove on the front and transition stages where you collect loads of extra objects, but it lacks a little in the playability department. Perhaps it's too easy? By jingo, I think I've got it!

Greendog's a good looking game, fun to play, but a little flawed.

ADE 81%





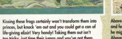
Use the ledges to get to the treetops on Saba. Walk past the treehouses and jump back down to avoid the spikes.



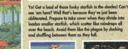
Below left: Jumping off the log and grabbing the bird by the short and curlies is the only way to get down the waterfall on Grenada. Go for it!

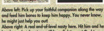


Yo! Get a load of those funky starfish in the shades! Can't see 'em here? Well that's because they've just been obliterated. Prepare to take cover when they divide into loadsa smaller starfish, which scatter like raindrops all over the beach. Avoid them like the plague by ducking and shuffling between them as they fall.



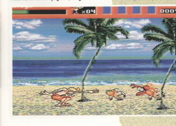
Kissing these frogs certainly won't transform them into princes, but knock 'em out and you could get a can of life-giving elixir! Very handy! Taking them out isn't too tricky, just time their jumps and you've got them. Watch out for the low flying birds, though!





Above left: Pick up your faithful companion along the way and feed him bones to keep him happy. You never know, he might just help you out!

Above right: A real end-of-level nasty here. Hit him and he breaks up, but the pieces still keep fighting on! Ouch!



The lobsters on the scrumptious island of Mustique take two hits to kill. Aim carefully, then smack the pelican to pick up the bonuses. You can speed up your progress by ignoring the pelicans altogether but, by the time you reach the later stages of the island, you're gonna wish you'd picked up every little bit of help to be had along the way!



DOGGIE BAGS!

Grenada: Hit the totem poles for much-needed goodies and bonuses. Grab the cans when you see them to restore your energy and prolong your gaming.

Jamaica: It's difficult to hit the parking meters at full tilt on your skateboard. But if you can, there are plenty of goodies to be had.

Jamaica: Down in the tube station you find bonuses in steel trash cans. Gather bones to keep your dog happy while you're stuffing your own pockets!

Mustique: Hit the pelican twice to make it drop the goodies in its bill. Make sure you duck after, otherwise it flies past and knocks off your energy!

Curacao: Crouch down, knock open the clam with your frisbee and move quickly to grab the pearl for bonus points a-plenty!

Curacao: Keep your eyes peeled for the yellow air sacs and step on them to replenish your oxygen supply. If you don't, you run out of breath fast!

Saba: Those totem poles make another appearance here. Just lob your frisbee at them to pick up your bonuses, but watch out for the natives

St Vincent: Just like the chests on the Aztec levels, these little beauties are just bursting with extra points and grub. Smash them open and help yourself



Mat says... 'POOR GAMEPLAY'

Being a bit of a radical dude myself, I was looking forward to getting my grubby little mitts on this cart. There I was, board under my arm, ridiculous Bermuda shorts nestling snugly on my hips, ready to surf to my heart's content.

Instead, I'm confronted with a very disappointing game indeed! There are six main levels that Greendog has to travel through, one for each board piece, and mini-stages in between. There are various nasties out to stop you, including vicious piranha fish, barmy birds, freaky frogs and nutty natives!

Greendog gets to the end of each section on foot, skateboard or on rollerskates. Apart from the creatures, there are other obstacles to negotiate, like spikes, springs and crumbling platforms.

The graphics are good, a cartoony Greendog set against realistic backdrops. He moves too slowly, though, and this really lets the game down. The in-game tune is out of place and the sound effects are basic, to say the least.

With only six levels, you should complete this in no time at all (we finished it the day it arrived!). What could have been a riot of a game ends up being totally bogus, man!

MAT 63%

Watch out for the approach of trains in Jamaica. You're in the dark as they pass!

Pick up speed on your skateboard, leap over the gaping chasms and be sure to avoid those nasty looking spikes in Aztec Level 2. Some of them hurt more than others, but they all sap valuable life force.

The final Aztec stage throws up some pretty tough obstacles. Bide your time and wait for the firebombs to disappear before leaping through the dragonhead passageways. When you get dragonheads top and bottom, you've got your work cut out!

The Surfboard of the Ancients has been recovered, but can it be controlled?

SF Rating

65% PRESENTATION
● Option menu lets you change controls. No continues

78% VISUALS
● Greendog is animated well but moves too slowly; good backgrounds

63% SONICS
● Where's the Beach Boys soundtrack? The tune's out of place in this game

73% PLAYABILITY
● Dodgy collision detection and slow movement are frustrating

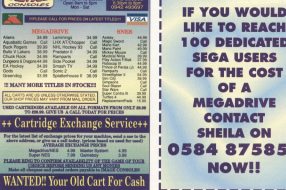
68% LASTABILITY
● Not enough levels — you'll complete it in no time at all

72% FORCE
● This could have been a great, fun game, but it's just too samey!

● PRODUCER: SEGA
● GG: N/A ● MS: N/A
● MEMORY: 1024K
● PLAYERS: 1 ● PRICE: £39.99

All aboard the truly amazing, flying velocipede! Pedal as fast as you can to stay aloft, pick up the parachuting goodies and use your smart puncher to pick off the nnasties that fly across the screen. Drop too low and the fish bite yer legs, stay too high and the birds have a good peck at you, so pick your route carefully.

Reckon you can handle the halfpipe? The first level of Jamaica sees you negotiating the streets on four wheels! Use the ramps to pick up speed and negotiate obstacles but, once you're down in the pipe, only careful handling of the D-button's gonna let you pick up enough speed to get back out again.


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Read the novel, tips and MD review last ish? Great, weren't they? Now we'll see how the world's most violent gameshow fares with its bits cut in half!

The future is now! The gameshows of the past are tame and therefore obsolete. In 1999, the ultimate TV programmes are those which offer the biggest prizes and most blood!

The No.1 rated show is *Smash TV*. No other programme offers viewers so much action, so many intense thrills. It's also incredibly challenging — only the toughest players survive. Contestants are sent into closed arenas, armed with a variety of weapons. They must wade through level after level to pick up the ultimate in prizes and the title of *Smash TV* Champion.

Out to stop them are the baseball bat maniacs, laser orbs, tanks and other deadly killing devices. At the end of every section are the toughest challenges of all: hideously mutated half human creatures, whose only desire is to stop the unfortunate contestants from reaching their destination. With names like Mutoid Man, Cobra Head and Scarface, these are monsters from your deepest nightmares!

With money the object and their lives to save, the contestants are thrust into this violent world, determined to become rich and famous or die!

As they say, 'Good luck — you'll need it!'

MASTER SYSTEM MS **Reviewed!**

Will moans... *'NOT WORTH THE PLASTIC IT'S MADE FROM!'*

Getting straight to the point, *Smash TV* on the Master System isn't very good. Well, 'flicking atrocious' sums it up more accurately.

The programmers have taken all the good features from the arcade version, Mega Drive version and (spit!) SNES version and left them off the MS. Ta very much.

The graphics are big, ugly and slow, the sound is bleepy and thin on the ground, and the play area's so small the game bears only a passing resemblance to the original. Instead of running around the arena, ploughing through hordes of enemies and wasting them as you go, on the MS you trudge around a small room and fiddle with the controls until a thug comes along and turns you into a mess on the floor.

Arcade *Smash TV* had two joysticks, one for movement and one for eight-directional fire. With one joypad and two buttons, it works about as well as I do after 17 pints of Special Brew.

This is disappointing. They've used none of the MS's capabilities, and palmed us off with a game not worth the plastic it's made from.

WILL 40%

PICK 'EM UP

Rapid Fire Grenade Launcher: This is the one to get if you need mass destruction! Let rip with a volley of well aimed bombs!

Multi-Direction Photon Gun: Racked up like snooker balls and ready to roll! This gun provides you with a wide area of fire.

Forcefields: The best protection money can buy! Why not slip into something a little more comfortable? Like a plasma generated forcefield!

Discus Defense: Ideal for moving in close with and taking out a whole heap of trouble! The discs spin around and slice at high speed!

Smart Bomb: Bombs are smart! Use this little sucker when you're overpowered to take out everything on screen. Send 'em reeling!

SMASH

MUTOID MAN

Get the measure of this brute and you know the moves for the big MC on the final level too! Keep blasting and watch Mutoid Man crumble in three stages — arms, flesh and finally his head!

Tanks for the memories! These guys are no fun at all! There you are, hanging around minding your own business, when all of a sudden there's a whopping big barrel in your face! Don't panic, though, just move quickly to avoid 'em and let rip with a well-aimed volley!



Mat winces... 'NAFF GRAPHICS'

As you probably know, *Smash TV* was a cracking arcade game released a few years ago, loosely based on the *Running Man* movie (starring old Arnie). *Smash TV* leapt onto the SNES this year and has just trotted over to the Mega Drive.

Now the MD's little bruvver gets a look in and what a disappointment it is. This game should have had the plug pulled on it while still in development.

The Master System just isn't cut out for a game like this. Yes, it's a great machine and there are some t'rrific games available for it, but *Smash TV* should have made a quick U-turn here.

One look at the screenshots will show you just how bad the graphics are. Embarrassing little sprites dashing around the screen and suddenly dying, for no apparent reason, is not my idea of fun! The sonics are nothing to write home about and control response is too slow.

I have to admit I was expecting something special from Probe but I'm really disappointed. Judge the game for yourself from the screenshots. The MS can do better.

MAT 48%

FORCE CONTROL

- Moving around the arenas is simple. You'll find that your contestant nips around quickly and picking up speed boots can help!
- Use button [1] to fire your machine gun or the weapon you're currently holding. You'll fire forward when this is held down.
- Button [2]is handy because it lets you fire backwards! You can change the control set up on the main menu if you want!

In *Smash TV*, the winner is the contestant who gets the most prizes. On offer tonight are toasters, roadsters and more money than you can shake a big stick at!

It's time to start running! Prepare to take part in the ultimate gameshow, where the prize to fight for is your very life! The crowd want blood... yours! So take a deep breath, grit your teeth and get ready to kick some! There are big prizes, big money and plenty of violence on display so go for it! The cameras are rolling so what are you waiting for?

Each of the arenas is packed to the brim with death-dealing devices! Baseball bat-wielding thugs will attempt to kill you, laser orbs will fry you and shrapnel's flying everywhere! But with fast feet, lightning reflexes and tons of courage, you can make it through the hardest of levels to become *Smash TV* grand champion! Good Luck!

Meet Mr Shrapnel! Get ready to take on a whole heap of bad guys and come out on top! Try to avoid the mines here as they have a nasty habit of killing you! You're going to need some speedy moves if you want to get out of here alive. At the bottom of the screen's a handy extra. Pick it up and move at super speed! There might be loads of bad guys, but with feet this fast who can stop you?

Maps all, folks (groan)! You've reached the end of the first level in one piece! Take a good look at where you're going and pick the best route. You can't go straight across, so try to choose the route that's going to get you the most prizes. Hint: the bonus room is at the top-right!

- PRODUCER: PROBE
- GG: OUT DEC ● MD: OUT NOW
- MEMORY: 256K
- PLAYERS: 2 ● PRICE: £39.99

SF Rating

54% PRESENTATION
- Options include choice of players and control changes

39% VISUALS
- Appalling MS graphics; sprites move jerkily and too slowly

42% SONICS
- Basic sounds and minimal tune are annoying and flat

40% PLAYABILITY
- Controls are very unresponsive and make the whole game frustrating

49% LASTABILITY
- No great challenge but plenty of levels to wade through

44% FORCE
- A dire conversion that *won't* have you coming back for more

MEGA CD Reviewed!



It may look like you're gonna hit the twin towers of the World Trade Centre head-on, but don't worry! Your autopilot sees you over this minor obstacle. But when it comes to sweeping down the busy streets of New York, keep a close eye on the direction arrow to avois a smash!





Keep a cool head when explosions obscure your vision. Sure, the enemy's lurking somewhere behind the flames, but if you've opted for a high speed game, you've got time to spare to realign your sights and blast away!

THUNDERSTORM

Blue Thunder, Airwolf, Whirlybirds... The SF deadheads are suckers for an agile chopper and 360° yoke! This game was whipped out its box so fast the CD almost took flight itself!

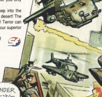
Once again the world is threatened by the forces of evil — and only you can stop them! A particularly nasty high-tech organisation has begun a reign of terror across the planet. Using the latest in combat technology, they've taken control of certain key locations around the world. Their aim is simple: world domination!

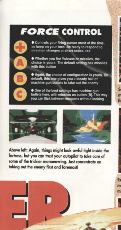
However, the forces of good are never idle for long. As an ace pilot, you've been selected to fly a new craft deep into the heart of enemy territory! Your mission is to rid the world of these scum and destroy their headquarters. This requires you to fly like never before and face situations where you're hopelessly outnumbered, all in the name of peace.

Your helicopter's a state-of-the-art machine, complete with high performance engines, Vulcan cannons and heat-seeking missiles. Even with this firepower you only have a slim chance of survival!

Fly through the streets of New York, deep into the Grand Canyon and the sweltering heat of the desert! The enemy are everywhere so be on your guard! Terror can strike from the sky at any moment and only your superior flying skills can save you from an early grave!

Prepare to face the ultimate challenge of the sky! And remember — show no mercy!

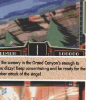


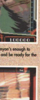


FORCE CONTROL

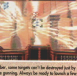
- ✚ Controls your firing cursor most of the time, so keep on your toes. Be ready to respond to direction changes at short notice, too
- A Whether you fire Vulcans or missiles, the choice is yours. The default setting has missiles with this button
- B Again, the choice of configuration is yours. On default, this one gives you a steady hail of machine gun bullets to take out the enemy
- C One of the best settings has machine gun bullets here, with missiles on button [B]. This way you can flick between weapons without looking

Above left: Again, things might look awful tight inside the fortress, but you can trust your autopilot to take care of some of the trickier manoeuvring. Just concentrate on taking out the enemy first and foremost!





Some of the scenery in the Grand Canyon's enough to make you dizzy! Keep concentrating and be ready for the first bomber attack of the stage!



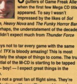
Remember, some targets can't be destroyed just by machine gunning. Always be ready to launch a few missiles, just to make sure of a kill!





Swooping down over the Pacific, your first task is to eliminate a few Destroyers! Learn to recognise the gun turrets and anticipate attacks before they happens.

Ade bellows... *'AMAZING!'*



Unlike Mat, I was here in the gutters of Game Freak Alley when the first few Mega CD titles appeared. To say I wasn't impressed by the likes of *Sol Feace, Heavy Nova* and *The Funky Horror Band* is, perhaps, the understatement of the decade! So I didn't expect much from *Thunder Force FX*.

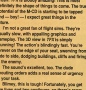
Pays not to tar every game with the same brush! *TFX* is bloody amazing! This is most definitely the shape of things to come. The true potential of the M-CD is starting to be tapped and — boy! — I expect great things in the future.

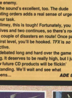
I'm not a great fan of flight sims. They're usually slow, with appalling graphics and gameplay. The 3D view in *TFX* is simply stunning! The action's blindingly fast. You're forever on the edge of your seat, swerving from side to side, dodging buildings, cliffs and firing at the enemy.

The sound's excellent, too. The dude shouting orders adds a real sense of urgency to your task.

Blimey, this is tough! Fortunately, you get five lives and two continues, so there's room for a couple of disasters en route! Once past the first level, you'll be hooked. *TFX is so* addictive.

I debated long and hard over the game rating. It deserves to be really high, but I just *know* future CD products will be flickin' outstanding. We'll wait and see what happens... **ADE 87%**











WHAT YOU SEE IS WHAT YOU BLAST!



Lock on: This one only appears for a split second, but it tells ya you've got the nasty bast in yer sights. Get blasting!

Use the D-pad to align your cursor to the enemy. Match it up, lock on and blast before they blast you away first!

Here's your very respectable (or not) hi-score. Finishing off the enemy on each level earns you a smart bonus!

Watch this box very carefully. When you hear the warning voice and the arrow appears, take evasive action!

Flick the options screen on when you start and choose five lives to make things a little easier on yerself. They soon disappear when the action starts!

Keep your eye on this box for advance enemy attack warning. Take heed of the Caution and beware on Danger!

Mat screams... *'STUNNING CD SOUNDS AND GRAPHICS!'*

This is the first CD game I've played and boy, am I impressed! It's worth buying for the opening sequence alone! If you thought CD games just meant nice static pics and good sound, think again.

Playing *Thunder Storm* is just like watching a Japanese cartoon. Super-smooth graphics fling themselves off the screen at you as the action explodes before your very eyes!

There are ten levels to battle through and you'll need all your wits about you to survive! Action's viewed from the front of your chopper (insert smutty remark, you kids!) and surrounded by an instrument panel. Displays warn you of enemy craft, number of lives remaining, target lock-on etc.

Everything happens in realtime. Enemy aircraft zip past at supersonic speed while unleashing a volley of fire. You lock onto targets then let rip with heat-seeking missiles! Watch as helicopters vanish in flames and you spin round to face your next target!

The controls are awkward at first as the D-pad controls the target cursor *and* the movement of the 'copter! Your computer co-pilot helps you by indicating which direction to turn and a recorded voice shouts, 'Turn left, quick!' and various other helpful (or otherwise!) comments.

Thunder Storm's so realistic it'll blow your mind! If you buy a Mega-CD, make sure this is the first game you check out!

MAT 90%



See that little hole in the distance there? Well you've gotta squeeze through it! Keep yer cool, it's just a sharp left followed by a sharp right and you're through!

Get your instructions from the Command Centre, but don't expect too much help, 'coz everything's gone haywire in there!

Some of the enemy aren't aggressive. You soon learn which ones are harmless!

Hurtling through the Grand Canyon at breakneck speed's no picnic, especially with the amount of flak coming at you from all directions. Keep yer head!

FORCE TIP

Wanna make life much easier for yourself? Just remember one important thing. The sequences of enemy attack on all of the levels do not change. So, if you keep getting killed, simply try and memorise where each attacker turns up on the screen. That way, you're always one step ahead of the nasty basts up against you and you should find yourself finishing off the levels you've already completed in double time. Go grease yer trigger finger!

SF Rating

91% PRESENTATION
● Options menu lets you change number of lives. Stunning opening sequence, continues

93% VISUALS
● Realistic graphics and super-smooth 3D scrolling make this a visual treat!

90% SONICS
● Awesome speech and devastating CD sound effects

88% PLAYABILITY
● Controls are sometimes awkward but just remember to follow the onscreen arrows

89% LASTABILITY
● Levels are tough. Even with continues, this'll take a while to complete

89% FORCE
● The best may be yet to come but it's gotta beat this stunner!

● PRODUCER: WOLFTEAM
● MD: N/A ● MS: N/A
● MEMORY: CD-ROM
● PLAYERS: 1 ● PRICE: £39.99


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GAME GEAR

Is ya brain getting rusty? Why not join SEGA FORCE on a quest for knowledge? True or false: Skippy the Bush Kangaroo once had a walk-on part in 'That's My Boy'?!

Not content with the success of the board game, the brains behind *Trivial Pursuit* have gone all computerised! Domark have been given the job of converting *TP* to the Master System. Their home computer versions were stunning and they look set to repeat their good fortune with the console game.

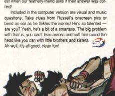
Every last detail's been crammed into the MS romp. Up to six players take part. Enter names on the options screen and alter the time allowed to answer each question. At any point during the game, individual players can take a break or quit and new brain boxes can join in the fun.

The game board's faithfully represented. Players roll the dice and move the cursor to highlight the question squares available. If you're anything like us, you'll go for pinks — we nearly *always* choose Entertainment!

Russell the question-master trots onscreen, does his business (dirty devil! —Prod Ed) and waits for a response. A snail slides across the top of the screen. If it reaches the end marker, time's up! Players *must* be honest when our feathery-friend asks if their answer was correct!

Included in the computer version are visual and music questions. Take clues from Russell's onscreen pics or bend an ear as he tinkles the ivories! He's so talented — are you? Yeah, he's a bit of a smartass. The big problem with that is, you can't lean across and cuff him round the head like you can with little brothers and sisters.

Ah well, it's all good, clean fun!



TRIVIA

MS Reviewed!

Ade smiles... 'IT'S GREAT'

Thank you, Domark, for stimulating us a little! In some ways, *Trivial Pursuit* on the MS is far better than the original board game. As Will says, the questions aren't as mind-blowingly difficult, thus most games trot along at a nice pace and don't become yawnsome.

The graphics are big and colourful and really add to the game's enjoyment. The visual questions are a great inclusion, as are the musical teasers. It's good fun watching Russell do his Richard Clayderman bit. He's a cheeky little chappie (Russell, not Mr Clayderman!). The comments he tweets are both humorous and patronising.

OK, so you can cheat! But when you're playing seriously, with a big group of mates, pointing the 'Yes/No' cursor's a matter of life or death!

The only fault I found is question repetition. This wasn't a problem with the board game, but on the console quiz the same questions crop up a little too often. But then they *are* chosen at random, so I'll forgive this bugbear.

I thoroughly recommend MS *Trivial Pursuit*. It's great light entertainment, offers no end of laughs and leaves you with a warm feeling inside. Unlike *That's My Boy*!!

ADE 84%

How many "Da"'s follow the "Ra" in this song?

To lighten up what would otherwise have been a very tedious question/answer session, Russell moves around in different rooms to highlight the poser. Here he takes to the music room to help your frame of mind!

Is this a quaver, a demiquaver, or a semi-demi-semiquaver?

It's another music question. This time, Russell makes good use of his projection equipment to highlight exactly what he's asking you about. Think you know the answer to this one, Smartypants?!





Press the button and hey, presto! The dice comes rolling towards you on the screen to tell you how far you can move. By playing around with the joypad, you can choose which direction to go in, so bone up on your fave subjects and hope that you land on 'em! Remember, land on the big wedge areas to pick up the pieces!

Will laughs... *'I THRASHED THE PANTS OFF ADE!'*

Did you know Rod Stewart was thrown out of Spain for vagrancy, before he took up gravedigging? Neither did I, but I still thrashed the pants off Ade on Domark's great conversion of *Trivial Pursuit*!

The board game's a classic and didn't need much improvement, but just in case you think it's as boring as Nintendo, there are a few extras in the MS version. Russell, for instance, provides some light entertainment by waddling around like someone's shoved a few 'wedges' where they shouldn't! The questions ain't easy, but they're a damn sight more manageable than the ones in the board game — just the right mix of frustratingly difficult and (fairly scarce) ridiculously easy.

The graphics serve their purpose. They're not spectacular but well above average — a clearly drawn *Trivial Pursuit* board and a different room for each subject (Russell seems to have kindly donated his house).

Trivial Pursuit ain't one to buy if you haven't any willing friends and family 'cos there's no way they could have put a one-player option in. Buy it then wop all your mates and be smug about it!

WILL 81%

Left: The full board in its true splendour! Starting off in the middle, just like the board game, beat the brains out of your opponents and pick up those wedges on your way to a massive victory back on the centre spot! Which colour do you want?

The only thing you need to remember about this one, is you have to be totally honest with yourself and your opponents! Guess the answer, then tell Russell if you got it right or not. If you cheat, you're gonna have to live with your conscience for ever!

OK, so you got that one right, and it's for a wedge! That's one down and five more to go. Reckon your brain's up to it? Get going and roll that dice!

SF Rating

85% PRESENTATION
● Name select and edit, variable time limit and question ratio chart

80% VISUALS
● Big, colourful board, Russell's nicely animated, good visual questions and backdrops

79% SONICS
● Nice title music, in-game tune, music questions and fanfares add a sense of occasion

86% PLAYABILITY
● You don't have to be a mastermind to play. Loads of trick questions and plenty of laughs!

78% LASTABILITY
● It's a timeless game, if played with loads of people. Questions repeat themselves

83% FORCE
● Domark have done the board game proud. New elements make it more fun

● PRODUCER: DOMARK
● MS: N/A ● MD: N/A
● MEMORY: 512K
● PLAYERS: 2-6 ● PRICE: £32.99





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THE FORCE!

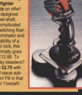
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Get onto the streets for Level 6 and you meet your old pal, the hoodlum tanker! Take out the gunners but concentrate on damaging the truck to get through to the final showdown in the ship!

PREDATO

Los Angeles is in peril! The streets are swarming with drug barons, terrorists, armed gangs and axe murderers. What's more, there's a horde of alien Predators on the loose! Looks like a job for Task Force SF!

Lieutenant Michael P Harrigan has got a job and a half on his hands, to be sure! The mayor of LA is at his wits' end. Rival Columbian and Jamaican gangs have turned the streets into a war zone. Drugs are rife. Too many good citizens are being poisoned. There's talk of strange Voodoo-related sacrifices and a gang of alien Predators are known to have a base deep under the city.

To add insult to injury, several LAPD officers have been taken hostage by the gangs and the task of freeing them ain't an easy one. These tyrants carry baseball bats, knives and small hand weapons. Only nerves of steel and a strong flak jacket can stop them.

You take on the role of Mike Harrigan in this multi-level race 'n' blast. There are several tasks to perform, following memos from Head Office. Reclaim the streets, rescue hostages, defeat the alien Predators, to name but three.

You start with four lives. A static intro screen displays the number of hostages to free on each level. A bar at the side of the playing area shows your supply of life force. Extra lives are found on each level and flak jackets restore your life meter to 100%.

Numerous pick-ups are yours for the taking: rifles, scatter guns, shotguns and grenades. Many of these only last a few seconds, so use sparingly.

Work your way through seven levels of action, finally infiltrating the alien ship. An FBI report claims that recent grisly murders are the result of a Predator feeding frenzy.

The aliens themselves have several advanced weapons at their disposal. Spears, flying disks and nets are set to mow you down, hinder your task and end your life.

Even a guy with the best felony arrest record in the history of the LAPD will find this a mind-blowing, gut-wrenching task. And remember, at all times, those aliens are watching ya!

FORCE CONTROL

- **+** Allows you to move around the different backdrops with eight-way directional scrolling. You also fire the way you are facing
- **A** This is your regular fire button, so keep your finger glued to it at all times. With automatic weapon use activated, you always use the item you carry
- **B** For end of level guardians, this handy button locks your body position in place, letting you concentrate your firepower in one direction
- **C** If you haven't selected automatic weapon select, use this one to scroll through your inventory and make use of the special weapons found along the way

If you don't want the above to happen to you, then for gawd's sake don't let the glowing red triangle of the Predator catch up with you before the end of the levels! The hostages meet with the same fate if he reaches them before you —lose too many and it's game over!

Chris scowls... *'BIT OF A LET-DOWN OVERALL!'*

This one's been promising to arrive in Game Freak Alley for a long time and you can bet I was dying to get my mitts on it!

Sadly, once it hit the desk, it completely failed to live up to expectations! From the moment you start chasing around the screen after the hostages, it's all a little been there, seen it, done it.

Graphics are fairly flat and unimpressive. The main sprite *appears* to move quite fluidly but he's too small for you to notice! In-game FX aren't bad, but you soon get sick of the unrealistic cries from the hostages: 'Help...! Yeah!' Wow, they really sound in trouble!

Gameplay's easy to pick up and it doesn't get any harder until you find yourself inside the alien ship on the final level. Basically, *Predator 2*'s not going to tax you overmuch, unless you're a total novice!

Predator 2 hasn't made a smooth translation onto many computers/consoles. Sadly, the MD version's no exception.

CHRIS 60%

Ade growls... *'COULD HAVE BEEN REALLY STUNNING!'*

I expected *Predator 2* to have the same sort of feel as *Alien 3*, and in a way, I wasn't far from the truth. This game follows the same basic format: race around and free hostages. Sadly, that's where the similarity ends.

Let's start with the visuals. They put me in mind of my salad days, playing my humble Commodore 64. Not very impressive for the Mega Drive. They're fairly tiny and don't exactly ooze animation!

Alien 3 had some stunning, atmospheric graphics. In *Predator 2*, I hardly felt a sense of urgency. Running willy-nilly and blasting soon became very tiresome. The backdrops are very samey and end-of-level adversaries aren't exactly awesome.

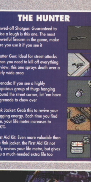
I suggest you don't play on Easy level if you're looking for lastability — it's far too cinchy! I reached Level 4 on my first go! Playing on Hard mode reduces the number of hits your flak jacket can withstand.

Sound FX and theme tunes are above average. There are a few ditties running throughout each level, blast and boom noises, and a touch of speech. Plenty of 'oomph!' 'ugh!' and 'yeah!'

Predator 2 could've been a really stunning licence. As it stands, it's a pretty mediocre shoot-'em-up. Only purchase if you're a fan of games of the *Mercs* genre.

ADE 66%

R 2



THE HUNTER

Sawed-off Shotgun: Guaranteed to raise a laugh is this one. The most powerful firearm in the game, make sure you use it if you see it

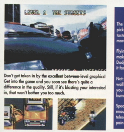
Scatter Gun: Ideal for close street attacks when you need to kill off everything in view, this one sprays death over a fairly wide area

Grenade: If you see a highly suspicious group of thugs hanging around the street corner, let 'em have a grenade to chew over

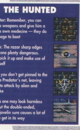
Flak Jacket: Grab this to revive your flagging energy. Each time you find one, your life metre increases to 100%

First Aid Kit: Even more valuable than the flak jacket, the First Aid Kit not only revives your life metre, but gives you a much-needed extra life too

Left: The abattoir section's without doubt the best stage of the game, providing plenty of action and some maze-like platforms as well. Follow the arrows and save the hostages before taking on the Predator and all his different attack methods. If you haven't been tested up to now, try this one for size!



Don't get taken in by the excellent between-level graphics! Get into the game and you soon see there's quite a difference in the quality. Still, if it's blasting your interested in, that won't bother you too much.



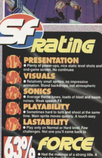
THE HUNTED

The Predator: Remember, you can pick up his weapons and give him a taste of his own medicine — they do more damage to boot

Flying Disk: The razor sharp edges make this one plenty dangerous. Dodge it, pick it up and make use of it for yourself

Net: Mind you don't get pinned to the wall by the Predator's net, leaving you open to attack by alien and human alike

Spear: This one may look harmless enough, but the double-ended, telescopic javelin sure causes a lot of pain if you get in its way





sf Rating

61% PRESENTATION
● Plenty of power-ups, nice static level shots and end-game screen. No continues

64% VISUALS
● Relatively small sprites, no impressive animation. Bland backdrops, not atmospheric

62% SONICS
● Average theme tunes, loads of blast and boom noises. Weak speech FX

65% PLAYABILITY
● Sometimes hard to turn and shoot at the same time. Main sprite moves quickly. A touch easy

67% LASTABILITY
● Play only on Normal or Hard level. Few challenges. Not one you'll come back to

63% FORCE
● Had the makings of a strong title. A bit of a let-down though

● PRODUCER: ARENA/ACCLAIM
● GG: TBA ● MS: TBA
● MEMORY: 1024K
● PLAYERS: 1 ● PRICE: £39.99

Fancy a spot of sharking down Vegas way? Rack 'em, roll 'em and prepare to hustle with the best on the green baize circuit!

What's this? A sporting sim with no big name stars behind it? Well, not quite, 'coz once you get past the title screens of this American pool outing, who should pop up but Tom Cruise and Paul Newman, stars of *The Color of Money*, sequel to cinematic classic *The Hustler*.

Now that's sorted, on with the game. Ignore the luscious lady on the options screen and choose between a one- or two-player Pocket game, a two-player Nine Ball match or the incredibly tough Trick Shot game. In one-player mode, the Pocket Game sees you chasing high scores by pocketing the balls in sequence, winning bonuses for putting them in specified pockets. You start in Los Angeles. The target of 3000 points may sound tough, but it ain't!

Get on yer bike and move on to Las Vegas, where things start to hot up. You might be able to get the scores, but you've also gotta sink a trickshot before you're allowed to move on.

Two-player Pocket gives much of the same in a head-to-head match over five sets and Nine Ball allows you and a friend to battle it out in the classic downtown USA bar sport. For a real test, try the 19 assorted trickshots. All have to be completed, clearing blocks to reveal a puzzle which must be solved to complete the game!

Rack 'em and roll 'em, game-freaks!

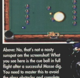


Take a look at the Force Control box and see how the pad controls the direction of the cue ball. The dotted line gives a good idea of how the cue ball will bounce off the cushions, but you still need to line it up carefully to pot.

md Reviewed!

FORCE CONTROL

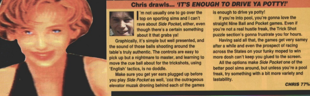
- **+** Aim the cue ball by moving its dotted line around with the pad. It also selects the type of 'English' when used with [B]
- **A** Press once to draw back the cue and begin your shot. Watch the power meter, select your shot's strength, then press again
- **B** When used with the D-pad, this selects 'English'. It also toggles between the coloured and numbered ball display
- **C** If you change your mind about your shot, press this one before you press [A] for the second time. It cancels the shot and lets you restart



Above: No, that's not a nasty sunspot om the screenshot! What you see here is the cue ball in full flight after a successful Masse dig. You need to master this to avoid the glass obstacles and complete the Trick Shot sections.



SIDE POCKET



Chris drawls... 'IT'S ENOUGH TO DRIVE YA POTTY!'

I'm not usually one to go over the top on sporting sims and I can't rave about *Side Pocket*, either, even though there's a certain something about it that grabs ya!

Graphically, it's simple but well presented, and the sound of those balls shooting around the table's truly authentic. The controls are easy to pick up but a nightmare to master, and learning to move the cue ball about for the trickshots, using 'English' tactics, is no doddle.

Make sure you get yer ears plugged up before you play *Side Pocket* as well, 'coz the outrageous elevator muzak droning behind each of the games is enough to drive ya potty!

If you're into pool, you're gonna love the straight Nine Ball and Pocket games. Even if you're not a real hustle freak, the Trick Shot puzzle section's gonna frustrate you for hours.

Having said all that, the games get very samey after a while and even the prospect of racing across the States on your funky moped to win more dosh can't keep you glued to the screen.

All the options make *Side Pocket* one of the better pool sims around, but unless you're a pool freak, try something with a bit more variety and lastability.

CHRIS 77%



Watch the Next box carefully to gain extra points by potting the balls in the right sequence. This only applies to certain games.

Press [A] and watch the coin spin up the power metre. Judge the shot and press again to pick the strength you need.

You start off with eight cue balls in the top left-hand corner of the screen. Miss a shot and you lose half a cue ball. Lose them all and it's game over, though you can pick up extra shots by sinking the tricks!

Start the power meter rolling and your cueing arm comes into the picture, as does the image of the player in the top right-hand corner. Is that really Paul Newman?

On the one-player Pocket Game, you need to achieve targets to progress across America. The first challenge to gain 3000 points, ain't too tough, but on later stages you need to complete a trick shot as well. Here's where life starts getting tough, though the girls are very sympathetic!

POWER POCKETS

Bonus: If you see a flashing star in one of the pockets, try and sink a ball there for extra points, extra stock or an extra trickshot

Zone: When you're down to the last ball on the table, sink it in the zone for a big bonus. Put the cue ball down here and the game speeds up

Super: Hit the flashing ball when you see this and the cue ball speeds up, moving around the table at a rate of knots for one shot

Ade bawls... *'LIMITED APPEAL'*

We all groan at the statement 'only for fans of the genre', but let's face it, who else would wanna play a pool sim?

As a whole, *Side Pocket* makes for an entertaining hour or two. It's easy to get the hang of. Once you've mastered how to angle shots, curve the ball etc, you'll be hustlin' with the best of 'em!

The trickshots and special bonuses make it a touch more interesting. The trickshot section's a nightmare! When faced with four balls and only one shot to pot 'em in, I was inclined to exit rather quickly!

Presentation-wise, the game's pretty slick. There are some corkin' shots of dolly birds (let's not be sexist! —Ed), and if you're lucky, one of 'em tips you the odd wink!

The graphics are as good as they could be. The balls move at a convincing rate and there's no jerkiness or flicker. The top half of the screen's nicely laid out and easy to understand.

In the sound department there are the usual thudding noises when balls are struck, along with garbled speech and Bontempi-style theme tunes. These hardly create an atmosphere of sleazy bars and pool clubs, but overall they're not bad!

Side Pocket's best played with a group of friends after a few bevvies, methinks. An above-average simulation with limited appeal.

ADE 75%

CUE THE BALLS

Center: English is the term used to describe swerving the cue ball about to set up your next shot. Hit the ball dead on and you get no swerve

Right: This means hitting the ball right of centre, causing it to bounce off a cushion further to the right than it normally would

Left: As above, only the cue strikes the white ball to the left of centre, making it bounce further in the opposite direction off the cush

Draw: Hit the cue ball below centre and you get a backward spin. After striking another ball, the cue ball starts rolling back to where it started

Follow: The exact opposite to draw, the cue ball continues to roll forward after striking another ball, helping to set up your next shot

Masse: This acts like a much stronger draw and comes in three strengths. Hit the ball from above on Masse 3 and watch it jump into the air

SF Rating

78% PRESENTATION
● Neat front end with good still shots. Options are basic but better than most

80% VISUALS
● Ball animation's fair with minimal flicker. The player's hand is a little basic

76% SONICS
● Plenty of variety in the background muzak, but it soon drives you crazy. Neat spot FX

82% PLAYABILITY
● Controls are easy to pick up but you need to be good to master trickshots

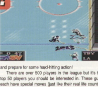
65% LASTABILITY
● The game's big let-down. Despite fair options, it's still just a game of pool

73% FORCE
● One of the best pool sims around, but still very much for hustle freaks only

● PRODUCER: DATA EAST
● GG: N/A ● MS: N/A
● MEMORY: 512K
● PLAYERS: 1-2 ● PRICE: £39.99



Following an aggressive bully-off, the Deadhead Rangers storm into the opposing half for a slapshot straight into the back of the net! Star players Mat and Ade take up the story...



Take a long, hard look at these screenshots! No, it's not *EA Hockey 2* (keep your eyes peeled for that one). It is, in fact, *NHLPA Hockey 93*!

As I'm sure you know, *EA Hockey* blasted its way onto the Mega Drive last year, leaving a trail of naff sports simulations behind it. Hailed as one of the best MD games yet, it became a top seller, and remains that way to this very day.

Now those clever little bods at Electronic Arts have cooked up a sequel (of sorts) and are hoping to repeat the magic again! Strictly speaking, this isn't the sequel to *EA Hockey*, it's more of a rejigged version of the game with loads of extras (confusing, isn't it?).

Select any team currently in the American League and prepare for some hard-hitting action!

There are over 500 players in the league but it's the top 50 players you should be interested in. These guys each have special moves (just like their real life counterparts!). Simply guide the player to part of the ring and shoot! Watch as Mario Lemieux performs his special shot and steals a superb goal!

The two-player option lets you and a friend choose teams like the LA Kings and Tampa Bay then slug it out between yourselves!

EA have included actual team colours, fight scenes (batter each other senseless!) and the Sin Bin, where players have to sit out the game if they're caught fouling!

A battery back-up facility allows you to save the game and it's these little touches that make *NHLPA Hockey 93* a force to be reckoned with!

NHLPA HOCKEY '93

Ade hollers... *'ALL MANOEUVRES ARE INCREDIBLY SLICK!'*

While playing *NHLPA*, it suddenly dawned on me that it's geared to people like me! Newcomers! You see, whenever *EA Hockey* shows its face in the office, my colleagues hog the Mega Drive and I rarely get a look in!

***NHLPA*'s an incredibly slick hockey game. Electronic Arts have taken at a look at their last offering and given the whole caboodle a complete overhaul. *NHLPA*'s a helluva lot tougher and more competitive.**

Gameplay's definitely more aggressive! I found myself embroiled in no end of disputes and was forever being banished to the Sin Bin! The goalies now dive for high slapshots and the computer opposition are mean mothers!

***NHLPA* has loads of options, which include a utility for checking new sticks, brushing up on defensive skills and getting the full lowdown on each player's speed, agility, shot power, accuracy etc.**

Both graphically and sonically *NHLPA* can't be faulted. All manoeuvres are incredibly slick, scrolling's smooth and all players are well drawn. According to EA the puck can now be hit *so* hard it shatters the glass behind the goal! Unfortunately, I didn't witness this 'coz I'm a weakling!

If you bought *EA Hockey NHLPA*. Otherwise, it comes with the Pitt Recommendation! I love it!

ADE 85%





Mat gasps... *'A GREAT SPORTS SIM!'*

I'll be the first to admit it, sports games and I have about as much in common as Alan Whicker has with furniture polish! And yet time and time again I find these dreadful cartridges dumped on my desk (oh stop your whining and get on with it! —Ed).

But this old game ain't too bad, folks! Pick your teams (there are loads on offer!) and decide whether you want a one- or two-player game, or simply watch the demo to see how it's done!

Controlling the players is tricky at first but don't give up! Practice is the key as most players have special moves to master.

Grab the puck and fight your way toward the open goal. Weave through your opponents, aim and shoot! Yes, a perfect goal from the LA Kings! (Whoops! I'm getting carried away here!)

The graphics are smart, with superb sprite movement, especially the sliding and tackling. The background music can get on your nerves a bit but it's usually drowned out by the sound of the roaring crowd!

There are some great touches, such as the fight scenes (take a look at all the blood on the ice!), between-game scoring and team statistics. Everything a manic sports fan could ask for... and more! Basically, EA have packed in more features than a K-reg Peugot 205!

If you're new to the MD or even a die-hard hockey freak, I'd recommend this totally! So strap on your pads (now with wings!) and hit the ice for some top quality entertainment!

MAT 83%

Way to go! Remember, the keepers have been improved from *EA Hockey*, so be prepared for some outrageous saves and aggressive goal-minding. Steer clear and try for some long shots.

Don't get overkeen on the bully! Watch for the drop and sweep that puck clean away!

Period over! Gather your thoughts and have a careful look at your team stats before getting on with the game. Meanwhile, take in the sights as those considerate stadium owners brush over the pitch in the ice vehicle.

FORCE CONTROL

- **+** Difficult to get the hang of to start with. Remember you're on ice, so it takes a while for your player to correspond to your control
- **A** Doesn't seem to do a helluva lot in offensive mode, but can be used to have a hook at the opponents when they're on the move
- **B** This one passes the puck between players when you're attacking and helps you change players to improve defence
- **C** Get within range and have a slap at goal. When you're under pressure, use this one to barge into the opponents and pick a fight

SF Rating

84% PRESENTATION
● Option menus let you choose teams, tactics and check game stats

85% VISUALS
● Slick graphics and smooth movement, realistic action and moves

84% SONICS
● Convincing crowd noises, smacking of sticks and sliding effects

80% PLAYABILITY
● Controls are awkward at first but you'll soon become skilful

97% LASTABILITY
● This is one game that'll be a challenge time and time again!

84% FORCE
● A great sports game for veterans and newcomers alike!

● PRODUCER: EASN
● GG: N/A ● MS: N/A
● MEMORY: 512K
● PLAYERS: 1-2 ● PRICE: £39.99



Reviewed!

THE TERMINATOR

Oh no! Lucky ladders for Kyle 'Minogue' Reese? We think not. Those Schwarzenegger lookalikes get everywhere in the future — a bit like going to the cinema in the Nineties!

Above left, Kyle's triggered the bomb and has scant few seconds to save his ass. Right, a cute little parachute's about to part his hair!

Mean! Moody! Malevolent! A good description of the SEGA FORCE deadheads on a Monday morning and a spot-on account of the latest handheld release from Virgin!

Game Gear freaks get ready for action, atmosphere and Arnie! *The Terminator* blasts onto the small screen and you, as Kyle Reese, are even more determined to stop old Termie in his tracks, save the world *and* get Sarah Connor home in time for *Eldorado*!

Like its MS and MD counterparts, the GG barnstormer follows the plot of the movie. The first level's a scene cut from the metallic monster movie, where you race through a maze of corridors, blow up a nuclear reactor and hop into a time travel machine. Then make haste in the streets of Los Angeles and find the TechNoir nightclub.

Once inside, locate the Terminator and blast his ass. Grab Sarah and race through a police station to the final level, the steel mill. The Terminator reappears to seek revenge.

Each level's choc-full of time-travelling tyrants like Terminator robots, cyberpunks, assorted thugs and policemen by the helmet-load! Can you grab Sarah, destroy the Terminator and secure the planet's future before your life force runs dry? (Not me! I ain't got no muscles! —Dep Ed.)

Ade roars... *'IT'S TOUGH AND INCREDIBLY ATMOSPHERIC!'*

Let's go straight for the throat! This is a great conversion. The MS game was stunning and the GG blast by no means falls by the wayside.

The Terminator's tough and incredibly atmospheric. Film tie-ins usually aren't my favourite games, but they've got better over the past year, and Virgin have a real winner on their hands. The graphics are ace! All sprites are well animated and the backdrops give a real sinister feel to the game. The digitised pics are still included and pretty impressive they are, too!

Your time, energy and points are displayed at the top of the screen, and boy, does that life force soon dwindle! Thankfully, access certain areas of a level and your energy zips back up to 100%.

Apart from the action slowing down a touch when there's a lot onscreen, I can't find fault. The soundtracks are absolutely superb and suit *The Terminator* down to the ground.

If you're after a game that's challenging and worthy of play time and time again, this is the one for you! **ADE 86%**

Staggering! No one said saving the Earth from the massed mechanical evils of SkyNet would be easy, but having to fight in the future before facing Eighties' Arnie ain't fun!

Mat gags... *'JUST AS TOUGH AS THE MS VERSION!'*

It seems like the Game Gear's been around for blinkin' ages, when in fact it's only been about a year! Nip into any games shop and take a look at the software available for it. Not a lot, is there? The amount of good quality games on offer is very small, at the moment — but that'll change over time when more awesome games like *The Terminator* appear!

Unless you've been living in a small shoebox for the last few years (or Ludlow — it's the same thing!), you should know the plot. If you don't, read the storyline elsewhere in this review (that's what it's there for!). I reviewed the MS version of *The Terminator* in Issue 8, and what a stormer it was! Basically, both 8-bit games are the same. The action's terrifyingly fast and Arnie's as unstoppable as ever!

Playing the game really knocks you back! It's like watching a mini movie unfold. The graphics are superb, with amazing still pics used to good effect.

The only gripe I have is that the whole darned thing's too difficult! As with the MS and MD versions, there are no continues to help you out so you need real skill to survive! **MAT 88%**

SF Rating

82% PRESENTATION
● Opening sequence, great digitised film pics, no continues

91% VISUALS
● Cracking animation, slick scrolling, mean and moody backdrops

85% SONICS
● Loud and proud! Atmospheric ditties, weird and wonderful title theme

82% PLAYABILITY
● No problems with control method. Each level has its own patterns of play

80% LASTABILITY
● Few levels, but it's a tough game with a high challenge

87% FORCE
● Good graphics, great playability. Even when completed, you'll play again

● PRODUCER: PROBE/VIRGIN
● GG: NOV ● MS: OCT
● MEMORY: 256K
● PLAYERS: 1 ● PRICE: £TBA



GUTTER SNIPE

He can't stand yellow kiwis, blue hedgehogs aren't his thing and small Italian plumbers he dangles from a string! Chomps beat-'em-ups for breakfast, scoffs shoot-'em-ups for tea, they keep his bowels a-moving, wipes his ass on RPGs!

Letters!

'Welcome to magazine land, boys and girls! Let me introduce myself, I'm Mister G Snipe, Letters Editor of the country's most cutesy, cuddly and fluffy Sega magazine. This month, I've taken the trouble to... errrr...ummm–' sssSSS*NNNNIP!*

HANG ON A FLICKIN' MINUTE! What the chuff's going on? Mat Yeo sitting in me seat, trying to write me column! Bet ya thought I'd had a bump on the head, eh, Gut fans?! (No such luck! —Ed.) See ya later, Matty lad!

Anyway, I'm in a better mood this munf; whether ya think I'm crap or not, I'm *still* giving away T-SHIRTS and TACKY RUBBISH to the prats who send in the best letter and piccy. So, get ya butts into gear and send me ya masterpieces. That all important address is: GUTTER SNIPE, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.

'...And all the little children smiled and waved a fond farewell. They were incredibly happy and...' sssSSS*NNNIP!!*

Oi! Yeo! Get outta ma face!

Looks like last month's cover's caused quite a stir! I've had Sonic pics by the boatload! You kids are certainly goggin' for the sequel, aren't ya?! This offering from Daniel Price of Brentwood, Essex, shows our heroes poised and ready for action. When you send in ya pics, please keep 'em A4 size or smaller. I've had some real corkers sent to me, but unfortunately, they're far too big and won't fit on our hallowed pages. Shame! Keep trying!

Sun don't shine!

Dear GS, A few questions:

1. Does the MS fit the Mega Stand?
2. Is there a device that converts GG games so you can play them on the Master System?
3. Is *Robocod* coming out on the MS?

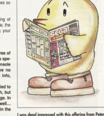
I love your mag and to anyone thinking of reading *The Sun* newspaper's *Mega Guide*, the cheats are crap, so don't bother wasting your dosh. *Taz* is great!

Terry Hill, Hailsham, E Sussex

Let's make it clear to our readers (all three of 'em) exactly what a Mega Stand is: it's a specially designed storage unit for your console and carts. Yep, Terry, you should have no probs fitting your MS on it. For more info, ring KMA on 0684 296610.

As for a GG converter, well, I once tried to convert a Game Gear to the Jewish faith, but it had a pork fetish and refused to budge. In answer to your question... errrr... well... ummm... NO! (Why didn't you say that in the first place?! —Ed.)

***Robocod* splashes onto the Master System this December, courtesy of US Gold. As for *The Sun*, well, you made a big boob reading it in the first place. Say no more...**



I was dead impressed with this offering from Peter Johnson of Northwich, Cheshire. I faxed it through to TecMagik and they were chuffed to bits too! Looks like Tiki the Kiwi has taste. SEGA FORCE goes to New Zealand. This lad's no twit!

Nosey, aren't ya?



Dear **SEGA FORCE**

Having just trekked nearly two miles to my local newsagent to pick up my reserved copy of **SEGA FORCE**, the first thing that springs to mind is, 'Where the bloody hell has Mellerick gone?!'

I dunno, one minute the mag's running along nicely and then, WHAM! BAM! THANK YOU MA'AM! He disappears and all we get is a crappy, 'Why did Mellerick cross the road?' joke from you. On behalf of all **SEGA FORCE** readers, I'd like to know where he is — and I don't want any made-up excuses from Mr 'I'm a twonk' Gutter Snipe.

Having got all that off my chest, I'd like to say what a brillo, groovy thing Issue 9 was. I really liked the *Krusty's* interview (and the Level 1 maps) but tell **Mat** he's in serious need of a nose job. I mean, you could hold a ski-jump contest on that!!

I'm sorry I missed you at the *6th International Computer Show*. I'm wondering whether you'll be making any more appearances later this year.

Keep up the good work, but tell me one more thing: who the hell is **Will Evans**? Is it a boy or a girl? You can't tell from those stupid little mugshots! If it's a girl, then she looks very manly. If it's a boy, then — URGGGHH! Must go, me dinners ready!

Duncan Robinson, Bristol

A twonk, eh?! Well, that's the reason I'm here, so you can take your pre-pubescent worries out on me!

Paul has gone to pastures new. I can't tell ya much more than that 'coz I don't know any more, basically! He hasn't been fired, for those gossip-mongers among you who wanna stir up trouble! I hear there's a vacancy for a new royal at Buckingham Palace, perhaps he's filled that?

As a result of your mate and mine's departure, we brought in young Will to help out for the Summer. It's William, *not* Wilamena, which, in my book, makes him a fella. Will informs me he hadn't combed his hair the day the pics were taken, so we didn't catch him at his best!

We'll be making our mark again, I'm sure, at the next Inty Computer Show in February. Mat thanks you for including your full address. He'll be round sometime in the next couple of weeks with a couple of big, bad lads, a few crowbars and a smile!

I like your style, so I'm sending ya some tack and a T-shirt. Thanks for all ya complements!

Bits 'n' pieces

Dear Gut
I've not long had my Master System and I'm looking for a good game. What do you think?

I thought you might be bored, so I've sent you a jigsaw.
James Middlesbrough, SEGA FORCE Holiday Village

Sent me a flickin' jigsaw! Well ain't it bloomin' typical — THERE WAS A PIECE MISSING!! I once did a 10,000 piece jigsaw of the pier at Llandudno... and there was a piece missing! Took me three years to complete, it did! Grrrrrrrr!

Anyway, I asked around the office for ya and the lads came up with a few corkers for the MS. Why not try *Asterix*, or *New Zealand Story* when it comes out, November time? *Prince Of Persia*'s a definite if ya like platform action. Hope that gives ya something to go on, James. Happy gamesplaying! (Strewth! Ain't I nice?!)

Sonic 3!

Dear Gutter Snipe
I'd like to ask some questions:
1. Do **Sega** have plans for a *Sonic 3*?
2. When is *Chuck Rock* released on the MS?
3. What do you think of the **WonderMega**?
4. Will *Krusty's Fun House* ever come out on the MS?

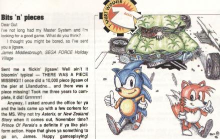
Chris Smith, Mundesley

Yep indeedy! There's gonna be a *Sonic 3*! You lot ain't arf impatient! I don't know when it's coming out, so just hold ya horses for a while! Our spiky friend's appearing on CD too, so watch out for that.

By the time you read this, MS *Chuck Rock* should be on the shelves.

The WonderMega's a great machine if you're considering updating, but I'd recommend you take a look at the reviews of both the machine and its games before you commit yourself to buying one.

As far as I know, there are no plans for *Krusty's* on the MS, but then stranger things have happened at sea!

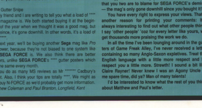


Phil Bayliss from Redditch has an artistic bent. Here's a pic he produced showing our favourite wildlife fighting back! Phil wins a SEGA FORCE T-shirt and some glorious tack off the Gutty conveyor belt. Phil says if he wins, he'd like a large T-shirt. No probs, mate. He has a three-year-old son who's being weened onto Sega games. Strewth! They start 'em young these days! Look forward to seeing his artwork in the near future!

Send me ya pics!

Dear Sir
I'm writing to say I think **SEGA FORCE** should have an art gallery every month on one page of the magazine, so readers can send in pictures of their favourite **Sega** characters.
Matthew Buckley, Merseyside

It's a good idea, Matthew. Now there's an even bigger incentive to send in your drawings — great SEGA FORCE T-shirts and some tacky bits and bobs that are the envy of everyone in the entire universe... oh — and Ludlow! So come on plebs, send me ya pics, maybe win a prize and make Matthew's dream come true! (Ahhhhhh —Everyone in the world!)



FORCEful criticism

The following letter was so full of expletives, I've had to censor it. These young un's today... wibble, mutter... No respect... grumble, mumble... Fought a war for the likes of you... waffle, warble... When I were a lad...

Dear Gutter Snipe
My friend and I are writing to tell you what a load of **** your magazine is. We both started buying it at the beginning of the year when we thought it was a good mag, but ever since, it's gone downhill. In other words, it's a load of utter ****.

Next year, we'll be buying another **Sega** mag like *Pro* or *Power*, because they're not biased to one system like **** **SEGA FORCE** is. We also think there are better posters, unlike **SEGA FORCE**'s **** gutter posters which are the same every month.

You do as many MS reviews as Mr ******* Cadbury's parrot. Also, I think your tips are totally ****. We might as well buy N-FORCE as we'd probably get more information.
Matthew Coleman and Paul Branton, Longfield, Kent

OK, let's be serious for once in my life. I toyed with the idea of printing this. I came to the conclusion you'd keep buying SEGA FORCE to see if your letter was printed. In which case, that'd show you up for being total hypocrites. The way your letter reads, it seems that you two are to blame for SEGA FORCE's demise — the mag's only gone downhill since *you* bought it!!

You have every right to express your views. That's another reason for printing your comments: it's always interesting to find out what other people think. I say 'other people' 'coz for every letter like yours, we get thousands more praising the work we do.

In all the time I've been lounging around in the gutters of Game Freak Alley, I've never received a letter containing so many Anglo-Saxon expletives. Treat the English language with a little more respect and I'll respect *you* a little more. Strewth! I sound a bit like Claire Rayner! Never knew I was an Agony Uncle in me spare time, did ya? Man of many talents!

I'd be interested to know what the rest of you think about Matthew and Paul's letter.

Wot no glasses?

Dear Mr Gut
Congrats on a great mag (reader from Issue 1). It's good to see you don't put the same things on the cover like the other mags do (seen any sunglasses lately?!).

In Issue 9, you stated that in future, the SNES will be known as a glorified house brick. I always thought it was!

You also remarked that if you said **Mat Yeo** was Skippy the Bush Kangaroo's stunt double, people would fall for it. Actually, you were quite close to the truth — Mat Yeo is Skippy's LOVE CHILD!!
AD Burgess, Heavy Metal Heaven

Lord above! A reader since Issue 1, huh? We've been through a lot together, eh, Mr Burgess?!

Yeh! I agree about those other 'mags' and their sunglasses fetish. I felt sorry for the newsagents, those glasses take up a lorra room, no space for those saucy mags, 'coz as we all know, those other Sega pamphlets should be placed on the top shelf! Fnarr!

Mat takes great offence at being called an illegitimate kangaroo. I just told him to hop it! Tee-hee!



Grief! That spiky-haired dude gets everywhere. Family life 'ain't what it used to be! Bart's nabbed the last copy of SEGA FORCE! Thanks to Suzanne Alderton of Halesworth, Sussex for this barnstormer! Hope seeing your pic cheers ya up?!

Get ya hi-scores 'ere!

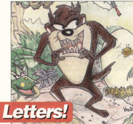
Dear Guts
I got your mag. Great! Some of the things you can do with barbed wire! Bit pricey, though.

The main reason for this letter's to tell ya that I've beaten you lot on *Quack Shot*. My score's 557,500 (completed). Sunny Ludlow, here I come!
Graeme 'Robo' Robertson, Dundee

What d'ya mean 'pricey'? The Mona Lisa's pricey, but I don't hear anyone moanin' about her!

Good score, dog breath! Us bods want all of you to send in ya hi-scores. We need to fill a whole page — so get crackin'!

I don't think Ludlow's quite ready for you yet, Graeme. Why not dye ya hair, change ya name and laugh on the other side of ya face?! Take care!



Letters!

Alexander the Great!

Hi Snipey!
Any chance of a job holding **Oli Frey**'s pencils?

Mmmm... thought not! I don't suppose they'd let me out for the day! Anyway, it's not easy trying to draw with your arms strapped to your sides. White just isn't my colour!

Gotta go, those men are coming to get me again! Until next time... drinks are on you!
Joanne Alexander, County Antrim

You're that twisted young lass from across the Irish sea, ain't ya? Now I *know* you're flickin' loopy. Seems you've got quite a cult following with our male readers.

The females haven't quite taken to Anthony Stevens yet. P'raps you've some tips for the lad? Tell him how to conduct himself proper? Miss Marple rules! (What?! — Ed.)

Staying with the Down Under theme! If it's not kiwis, it's Tasmanian Devils! Here, our mate's about to be spiked by one of those pink mice! Faron Wong from Liverpool's the brains behind this little creation. Think you can do better? Make sure your pics are bright and colourful. Ya want 'em to stand out on the page don't ya? Well, get cracking!

Anyone for tennis?

Dear Gutter Snipe
Firstly, I'd like to say how much I enjoy reading your magazine. It's great!

I read in an inferior magazine that a game called *Jennifer Capriati's Tennis* is scheduled for later this year. Is this true, or have they got it wrong again? Have you got any information on the game, which software house etc?
A mad Jennifer Capriati fan, Sedgley, Dudley

Lovely nature reserve in Sedgley. I can be seen there often, larking around, worrying the sheep — telling them there's no afterlife!

Yep! There's gonna be a tennis game out at the end of the year from Renovation, but there seems to be a bit of confusion about the name. Whatever the case, it'll feature Jennifer Capriati, no sweat! She's a bit of alright! Wouldn't mind being her ballboy!

Another scribbling from Daniel Swinswood. Well bless my cotton socks! See what I mean about the Sonic pics? Let's see some Tails pics too — make him a star in his own right. There's prizes galore on offer, so get ya thinking caps on and DRAW!

Ode to Gut

Dear Gut
Here's a poem:
'If *Sega Power* and *Sega Pro*'s ratings got any higher,
Their Mums and Dads would chop off their heads and put 'em in the fire!'
Gregory Hyde, Birstall, Leics

Cheers, Greg! Ever thought about writing songs? Now Kylie Minogue's left Stock, Aitken and Waterman, she'll be looking for someone with talent!

Come on the rest of ya, send me your poems. Let's see what ya made of!

Name change

Dear Sir
Darian Tripp here, president of **A.N.U.S** (Absolute Nobodys Upsetting Society). I notice my request from last month has been completely ignored, so I write again and expect your complete and undivided attention.

I have grave reservations about the word 'force', used in the title of your magazine. I feel various members of the public could misconstrue this as being something slightly sexual. Therefore, I suggest your title be changed to something a little less vulgar.

Here are my recommendations:
1. *Sega Arran Sweaters*
2. *Sega Fluffy Slippers*
3. *Sega Cute 'n' Cuddly Easter Chicks*, or
4. *Sega Wincyette Nightgowns*.

I trust my idea will be discussed thoroughly and look forward to seeing this change implemented forthwith.
Darian Tripp, A.N.U.S Head Office, Crinkley Bottom, Ayrshire

SEGA FORCE stays, bum head! The only reason you pick on *our* mag's 'coz we're the only ones who understand words like 'misconstrue' and 'recommendations'. You can stuff ya Arran chicks, fluffy nightgowns and sweaty slippers up ya plughole and twiddle!

Catch ya next month, Darian, me old china!

MD Street Fighting

Dear Mr Gutter Snipe
I've just subscribed to **SEGA FORCE** and would like a couple of questions answered. You see, it's not just the young un's who play Mega games, us 'big kids' do too! I'm 39 and have a Mega Drive. I play on it when I'm not playing with the wife!

I like games with good graphics and the visuals in *Street Fighter II* on the SNES are the best I've seen. Can **Sega** match 'em, as they're both 16-bit consoles?

I'm thinking of buying the **Action Replay** cart, why don't **SEGA FORCE** print the codes?
DB Smith, Manchester

Ya don't wanna subscribe to SEGA FORCE! Why not reconsider? I'll offer ya a free subscription to *my* brand spanking new mag, *1001 Things To Do With a Dead Ferret*. It's a great read! Full of pictures of ferrets in various states of undress! Phwoar!

Right, down to business. There's been a rumour that *Street Fighter II* could find its place on the MD some time next year. If that's the case, our man Marshal will be first with the news. We ain't seen nothing in this country yet so don't get ringing me up and asking what it's like 'coz I'll spit down the phone at ya!

We've started printing codes for the Game Genie and these will crop up every now and again. I'll investigate the Action Replay situation and let ya know.

Above: Daniel Swinswood from Meir in sunny Stoke-on-Trent offers a humorous insight into how an NES (cough, spit!) is put together! I haven't included your full address, Dan, Nintendo might come and get ya in the dead of night! Ya see, we look after our readers here. Caring to the end...

That's my lot for this month. While I recover from the bad language, questions and that pleb from A.N.U.S, you lot get scribbling and dribbling! I wanna see some good letters, interesting questions and big, colourful pics. Don't forget, the sender of the best letter and the best arty masterpiece each receive a limited edition SEGA FORCE t-shirt and Technicolour tack!

Quick joke: Two blokes standing outside Burton's, looking at the suits. One bloke points and says to the other, 'That's the one I'd get' — and a cyclops comes round the corner and lamps him one! (Geddit?! Cyclops?! That's the one-eyed get?! Oh, never mind!)

SEGA FORCE CLASSIFIEDS

Still getting drenched, running down to your local shop to buy that something special for your Sega? Still combing through the off-white telephone directory for that elusive add-on? Who needs to when you can order exactly what you want from the comfort of your own cubbyhole? Just scribble down what you're in desperate need of on the oh, so simple coupon below, send it in with yer dosh and we'll display it for two whole months! The same goes if you've got something to swap, sell, or if you just want to get in touch with other Game Freaks. You can't beat the SEGA FORCE Classifieds for value, so get the coupon off to us now!

FOR SALE

Master System plus four games, two joypads and all wires, fully boxed. Only four months old, £80, no offers. Tel (0780) 54157.

For sale, Game Gear with Donald Duck game. £80. Phone Adam on (0482) 634462.

For sale, Sega Master System Plus (light phaser and three joypads, one unused) with 19 games, console and all games boxed and in top condition. Bargain £250. Tel (0489) 894216 after 5.30pm.

Sega Master System II, with joypad, Powerstick, light phaser, five games including Sonic, Operation Wolf, Double Dragon. All boxed, worth over £200, accept £100. If you are interested, phone (0371) 850008 and ask for George or Claire.

Sega/Nintendo games and consoles for sale. Send SAE to: 161 Heeley Road, St Annes, Lancs FY8 2HR

Game Gear with Shinobi, Mickey, Sonic, MS OutRun, Champions Of Europe, Magnigear, TV tuner, car adaptor and mains adaptor. Sell for £250. Tel Tim on (081) 504 0983.

For sale, UK Mega Drive games, Desert Strike, Maddens '92, PGA Tour Golf, Ghouls 'N' Ghosts, £20 each. Super Hang-On, Monaco GP, £15 each. EA Hockey £10. Call Mark in Herts on (0923) 771847.

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For sale, Amstrad Personal Computer/Word Processor, monitor, keyboard, printer plus software (and a couple of games!). Only £150 ono — A BARGAIN! Phone Steve on (0743) 232971.

Secondhand Mega Drive games bought, sold and exchanged. Games in stock include: World Cup '92, Robocod, Madden's '92, Mercs, PGA etc. Ring Adam on (0480) 63648 or write to: Adam Hall, 3 Fairfields Crescent, St Ives, Huntingdon, Cambs PE17 4QR.

British Sega Game Gear plus three games, all in good condition. Worth £140, sell for £100. Phone Tom after 4pm on (0952) 810868

Mega Drive for sale with Populous, Olympic Gold, Desert Strike, Zany Golf, AM Grand Prix, Sonic and Pro Action Replay. All boxed with instructions, worth £300, sell £215 ono. Tel: (0795) 422907. Ask for John.

SWAP

Mega Drive games for swaps, only £4, top titles phone Shiraz on (0382) 816352 before 9pm.

I will swap my Game Gear games for just £3. For more information, please send an SAE to Stuart Pearson, 12 Robert Lane, Wooldale, Holmfirth, Huddersfield, W Yorkshire HD7 1XZ! If you have any questions, please enclose with your SAE. Thank you.

I will swap Bubble Bobble for the Master System for Wimbledon Tennis or Basketball Nightmare. Phone Gary on (0745) 815802.

Master System and seven games with two joypads and lightgun. The games include two built in and five cartridges. The games include World Cup, Rampage and others. I will swap this for a Game Gear with four games and adaptor.

Please call to buy/swap with my fantastic Mega Drive games collection, 100 old and new games not!! Ring (021) 459 7576.

I will swap Fantasy Zone or Chase HQ for Olympic Gold on the Sega Master System. Phone Shali on (081) 304 6044.

PEN PALS

15-year-old male into Sega and Heavy Metal seeks female pen pals, aged 15+, to talk about life and the universe and aliens from Pluto. Contact Craig, 458 Whaddon Way, Bletchley, Milton Keynes MK3 7LB.

WANTED

Wanted, copies of PGA Tour, Desert Strike and other titles. I also swap games for £4. Phone Shiraz on (0382) 816352 before 9pm.

Wanted, Sega and Nintendo consoles and games, will consider part exchange. Tel: Clare on (0438) 367406.

USER CLUBS

The Sega Users Exchange Club all Sega formats catered for. Please send SAE for further details to 6 Raleigh Gardens, Stansfield, Littleborough, Lancs OL15 9PX. Loads of carts ready to be exchanged on all formats.

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Here's the best way to reach other dedicated Sega game-freaks with whatever it is you want to reach them with: FOR SALE, WANTED, SWAPS, PEN PALS, USER CLUBS and the like. And it's amazingly cheap (covers the cost of repairing Adrian Pitt's nails from the typing in). For **£1** you get **20 words** — that's the top block of boxes. Or you can write up to **40 words** for a measly **£2**! That's all there is to it — except; Please write in block capitals, neatly (Adrian's eyesight ain't what it used to be), and enclose your payment of cheque or postal order made payable to **Europress Impact**. Don't forget to fill in your name and address (in case we have to return your ad and payment for any reason). Allow up to 6 weeks before ads appear.

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Wanna mega free gift? Look out for Right Said Fred on next month's cover! Believe it, this is the big one!

PLUS

SONIC2

The official review!

What's on offer for your Mega CD!

Batman Returns, Streets of Rage II and a whole lot more.

Come and get it while it's hot! SEGA FORCE issue 12, at a newsagents near you from 5 November!

DEADHEAD SET HI-SCORES



Get gaming and win a fabulous SEGA FORCE T-shirt, signed by the original Deadheads themselves — the SEGA FORCE Game Freaks!

Fancy getting your hands on a signed SEGA FORCE T-shirt? 'Course ya do! Just send us your best gaming scores and we'll pick out the one we think deserves special credit. If it's the best score we've ever seen for a particular game, or whether you're a child prodigy, it doesn't matter, you could still own a T-shirt scribbled on by Chris, Ade, Mat and Warren.

Don't forget to send a photo of yourself with your hi-score, 'coz you get a mention even if you don't win the T-shirt!

Take a look through the **SEGA FORCE** Game Freaks' hi-scores and see if you can beat us on any of the games.

If not, send in your own scores for other games on the coupon below to **DEADHEAD HI-SCORES, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**. You never know, you could walk off with a collector's T-shirt! Get gaming!

GO GET 'EM!

Alex Kidd in Miracle World (MS)

30,800 (Radaxian Castle, second room)
Gregory Hyde, Birstall, Lancs

Desert Strike (MD)

3,009,900 (completed with two lives left)
Gregory Hook, Kettering, Northants

GAMER OF THE MONTH



Sonic (GG)

1,184,470 (with 35 lives and 100,000 bonus)
Green Hill Zone Act 1 finished in 19 seconds.
Michael Westcott, Chorley.

Come and get us!

Big Ed: MD Twinkle Tale – 719,390

Big Deputy Ed Ade: MS New Zealand Story – 75,550

Big Mat 'Hands off my tack' Yeo: New Zealand Story – 137,720

Big 'Proddy' Wozza: Grey Hairs – loads!

John Madden's Football (MD)

Miami 308 vs New England 0, in 20 minutes
V Zadorozny, Featherstone, West Yorkshire.

Streets Of Rage (MD)

539,600 (hardest level)
Gregory Hook, Kettering, Northants

Turbo OutRun (MD)

32,165,800 (hardest level)
V Zadorozny, Featherstone, West Yorkshire

SEGA FORCE ISSUE 9 COMPETITION WINNERS

The Great Yellow-Bellied Crazy Kiwi Giveaway!

Roll up, Game Freaks, and find out who got their hands on a masterful **Master System II** and the **Tecmagik** cart of their choice! The quessies were a cinch, so it took us a fair old while to rummage through Mat's gumboots to pick out the two lucky winners.

Anyway, without further ado and with many thanks to Nikki at Tecmagik for setting up the whole caboodle, here they are: **Diana Edwards** of Arthur Street, Penrith, Cumbria, who wants *Shadow Of The Beast* with her MS, and Roy Goggins (no relation to Postman Pat's Postmistress) of Lisle Road, South Shields, Tyne & Wear, who's after *Champions Of Europe*! Look out for your prizes real soon, you lucky bleeders!

Tacky Tales

On a totally different front, we **SEGA FORCE** Deadheads have been so impressed by some of your postcard compo entries, we've decided to give away something extremely tasteless from our **Tack Drawer** to the sender of the most uninspired postcard for future compos!

To start the ball rolling, have a look at this outrageously dull card sent in by **Chris Hammond** of Tunbridge Wells. Stupendously tedious, Chris! And for your efforts, we're sending you a fabulously useless jar of footsoak! Don't say we never give you anything!

Good luck with this month's compos and keep sending in those excellent postcards!

DO YER WORST!

I'm brilliant at..

My hi-score is..............................Format....................

Name..Age......................

I live at..

....

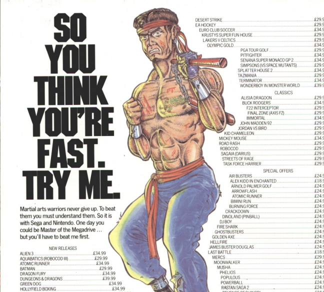
....

Tel. No...

I have enclosed my photo and look forward to being seeing it on the hallowed Deadhead pages.

Signed..


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